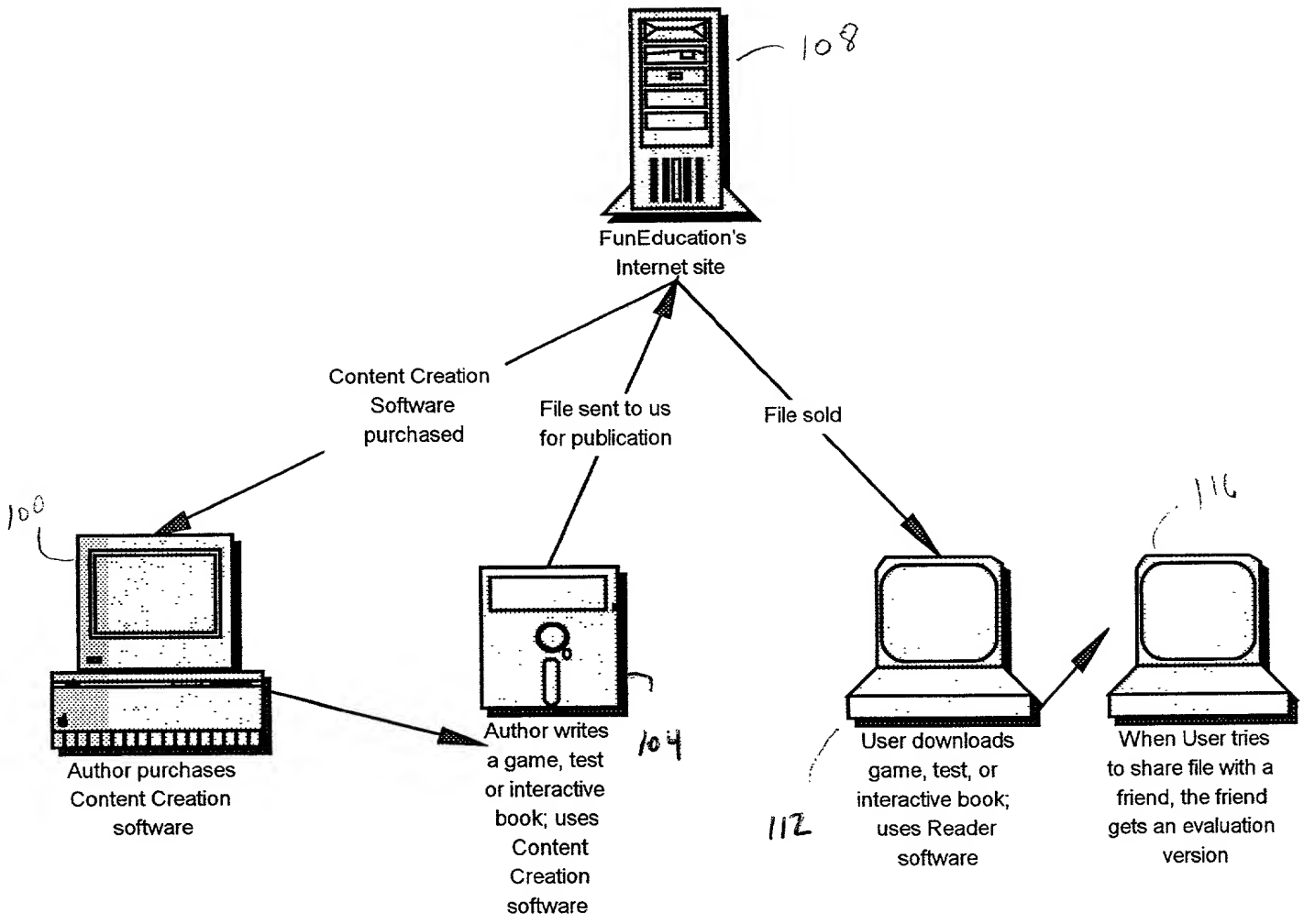
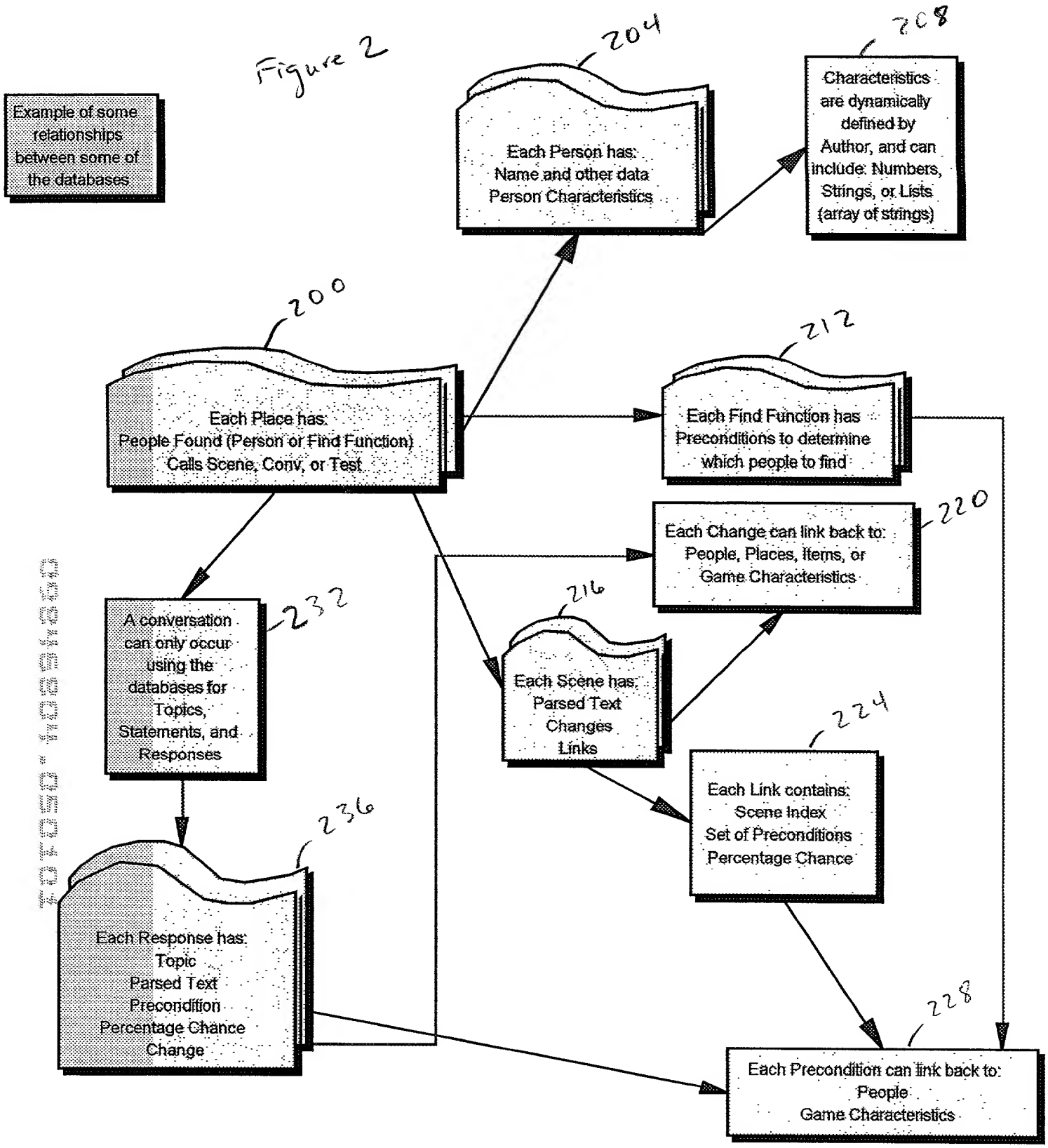
Business Model

Figure 1



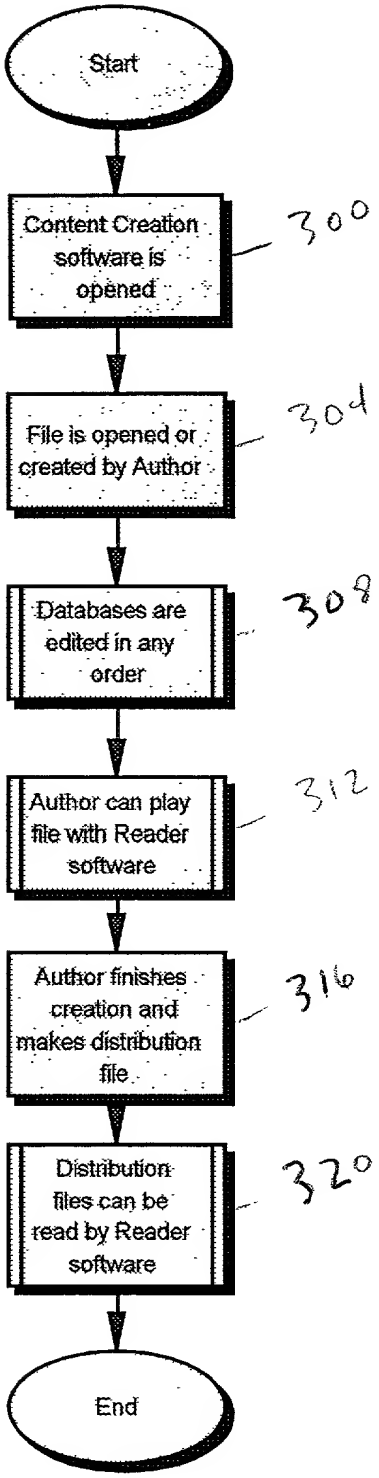
Express Mail Label No. EV 339 904 604

Figure 2



Docket No. 0501.1004

Figure 3

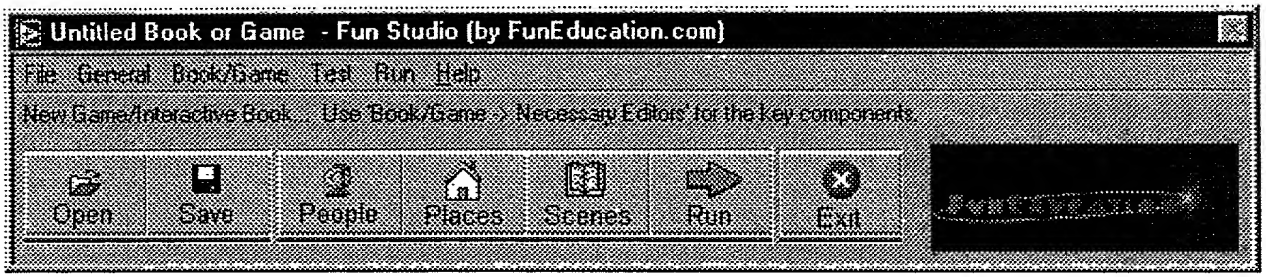


Document ID: US 2004/0205534 A1

Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

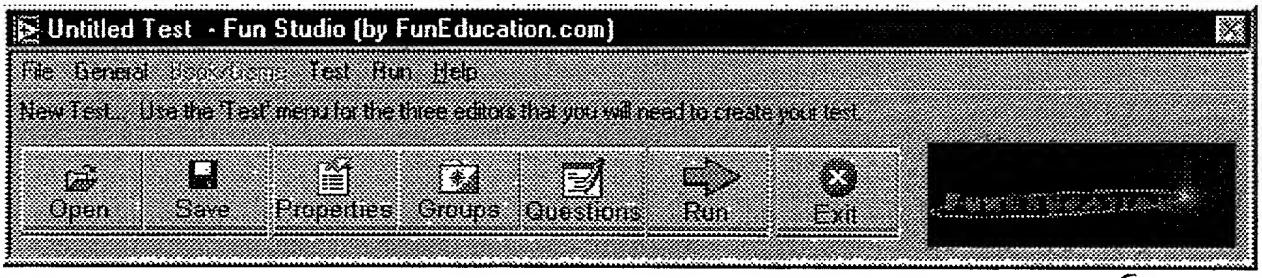
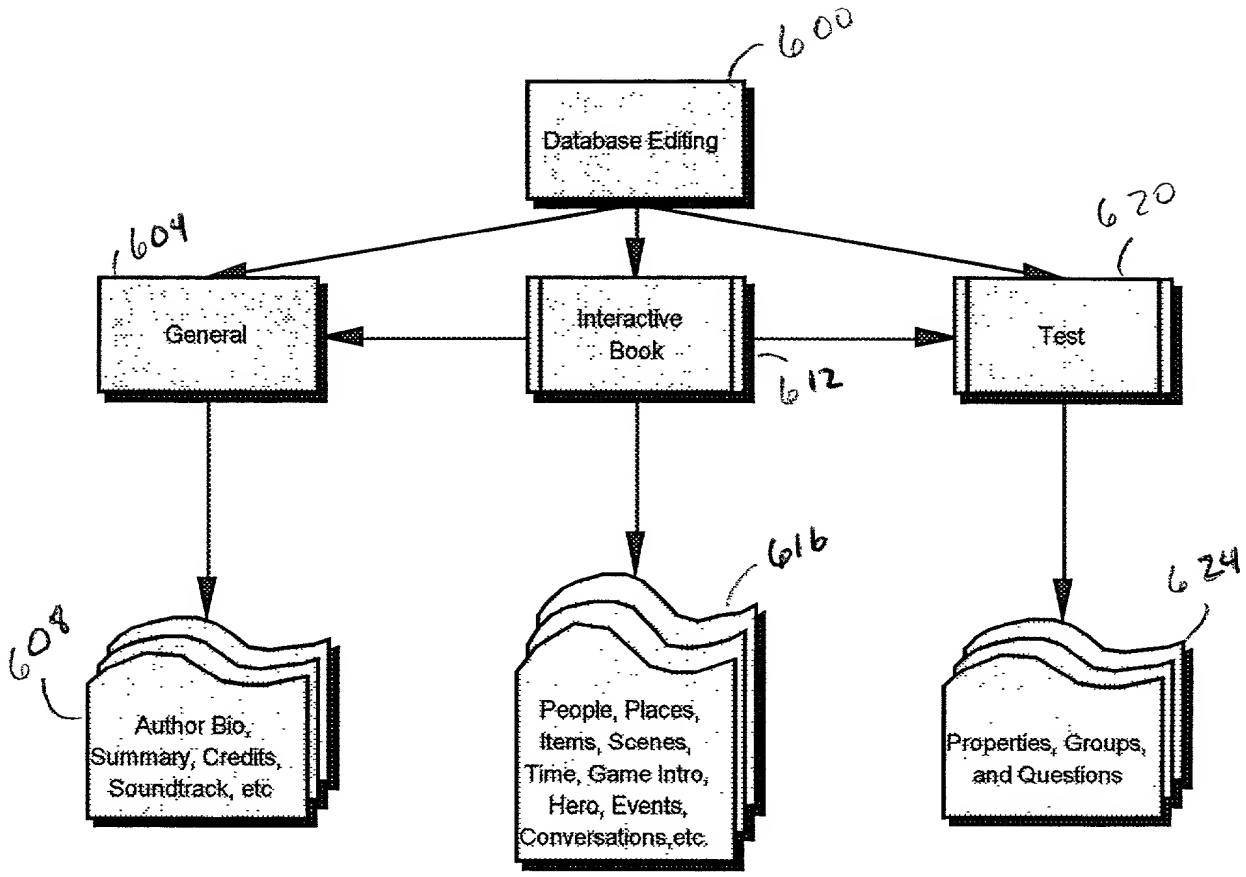


Figure 5

09/945,094 - 08/31/01

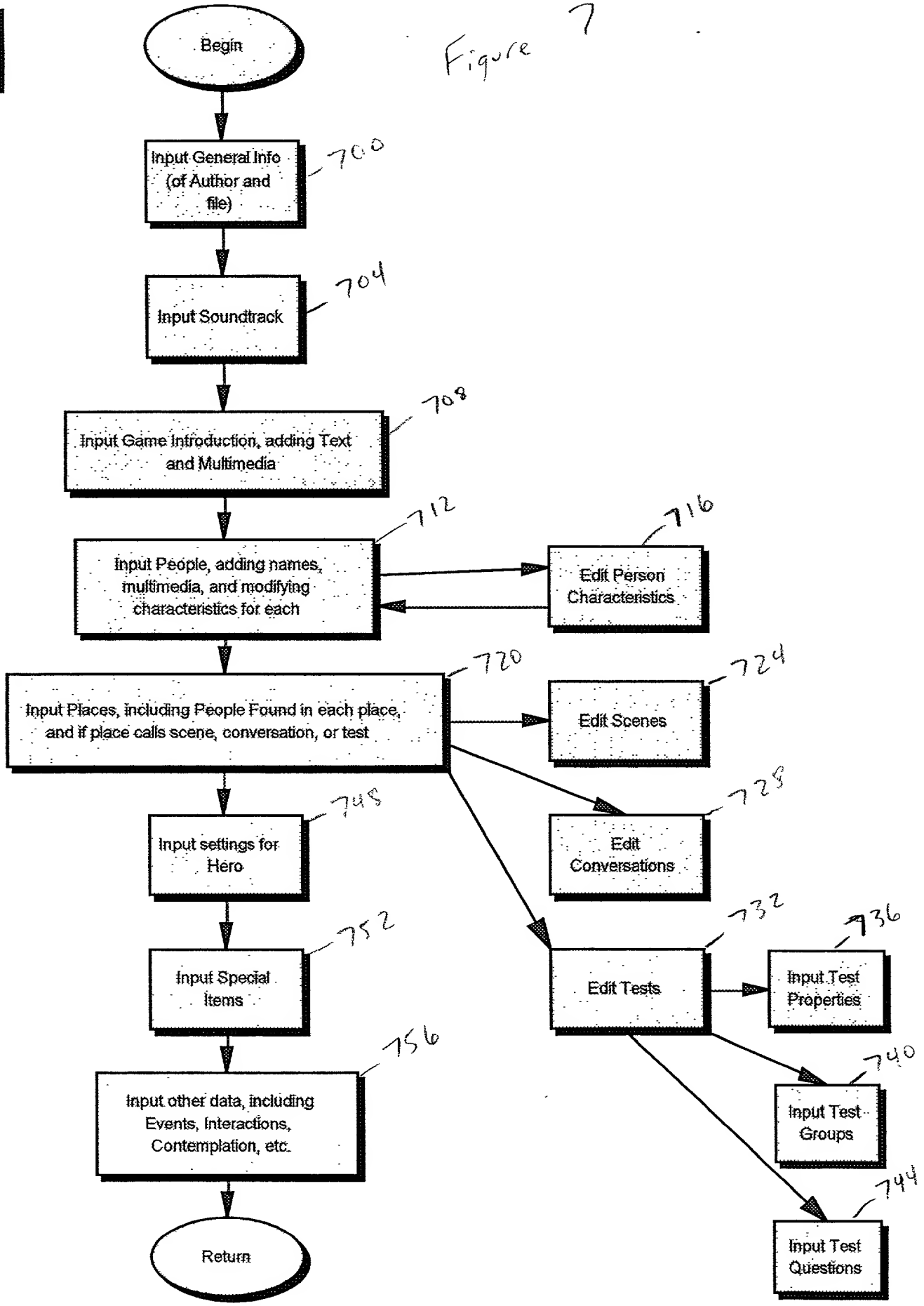
Figure 6



09216904 - 050404

Content Authoring Process: one example

Figure 7



09545604 - 050403

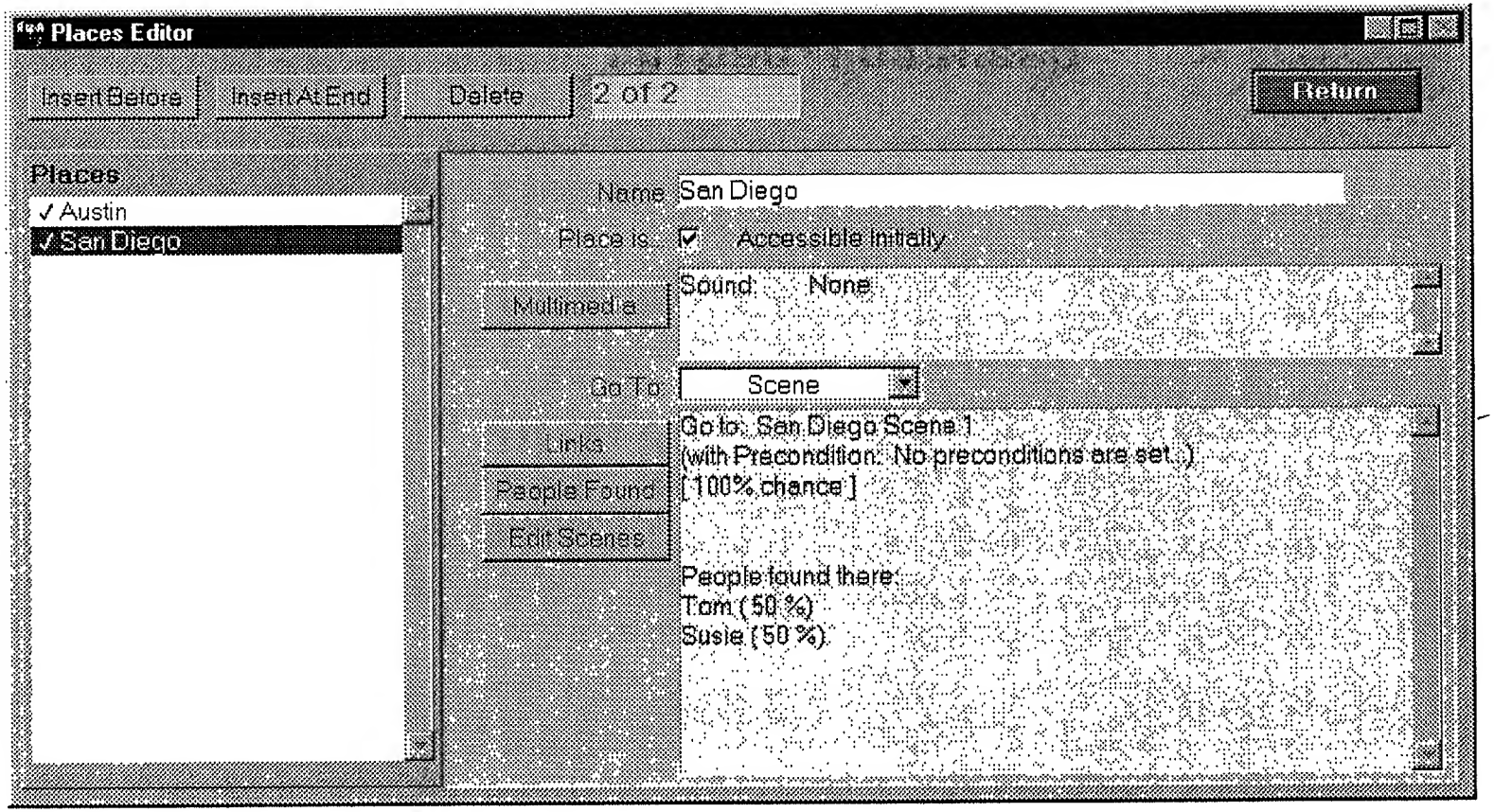

Places Editor
Insert Before
Insert At End
Delete
2 of 2
Return
Places
✓ Austin
✓ San Diego
Name: San Diego
Place is: Accessible Initially
Multimedia
Sound: None
Go To: Scene
Links
People Found
Edit Scenes
Go to: San Diego Scene 1
(with Precondition: No preconditions are set.)
[100% chance]
People found there:
Tom (50 %)
Susie (50 %)

Figure 3

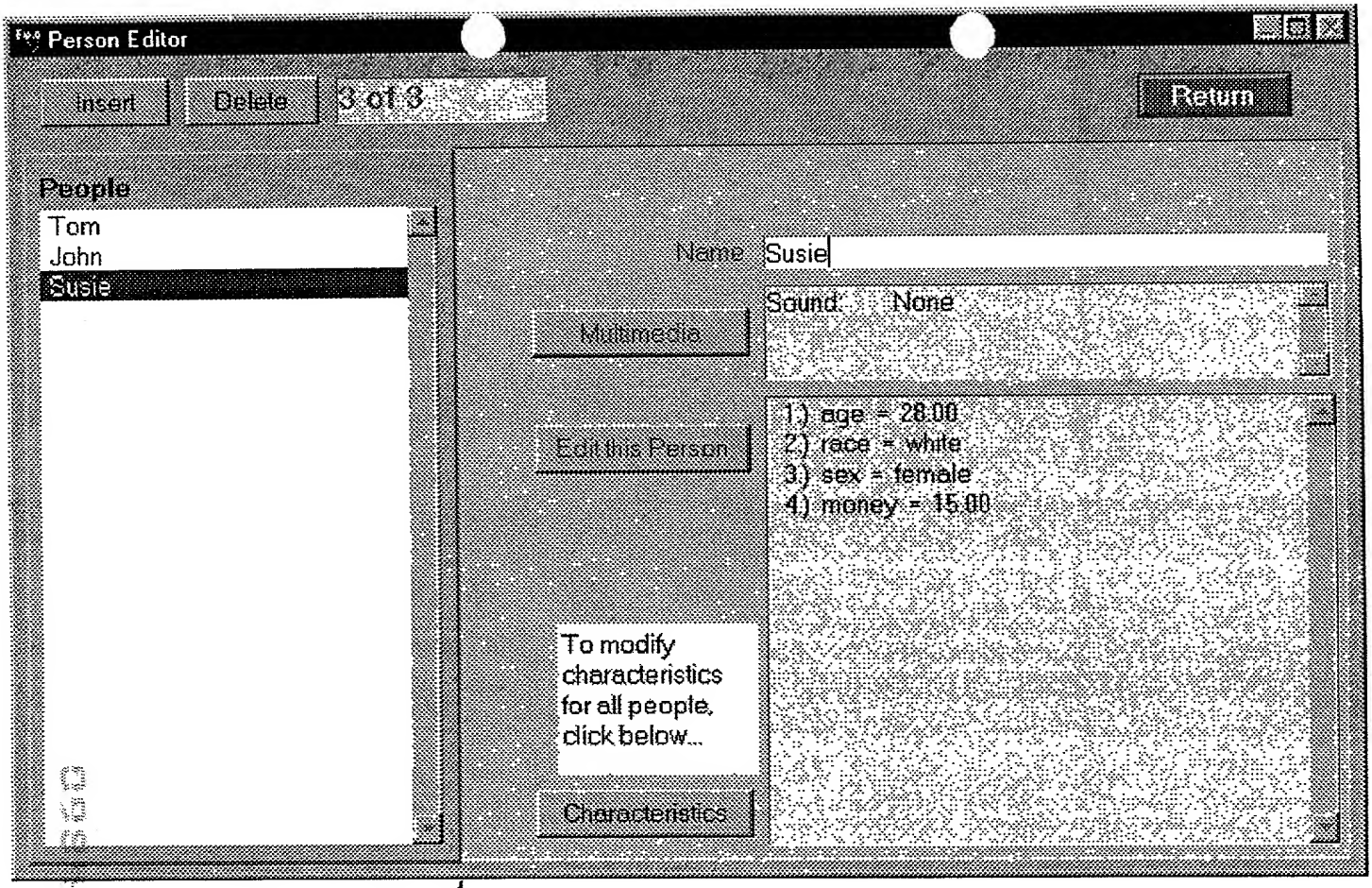
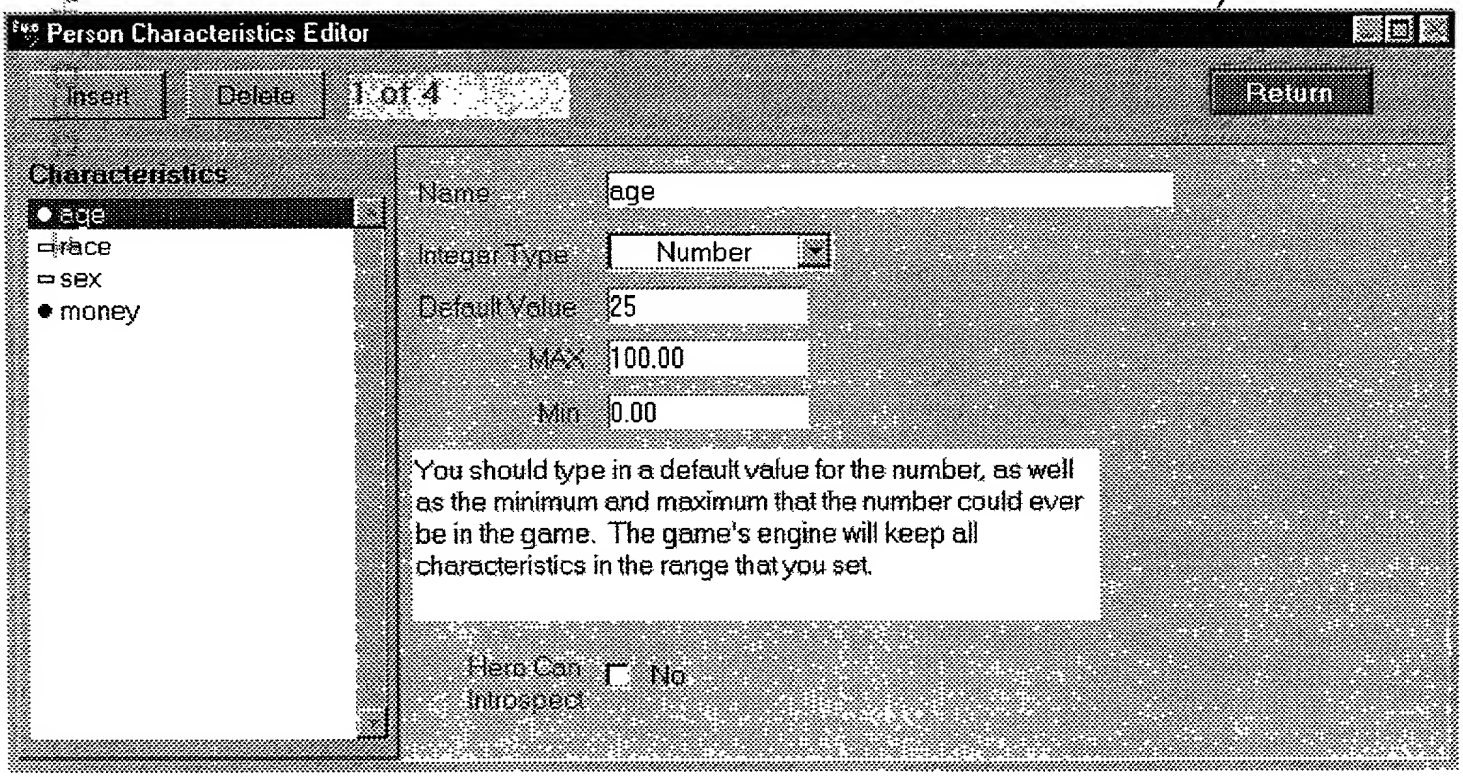


Figure 9

Figure 10



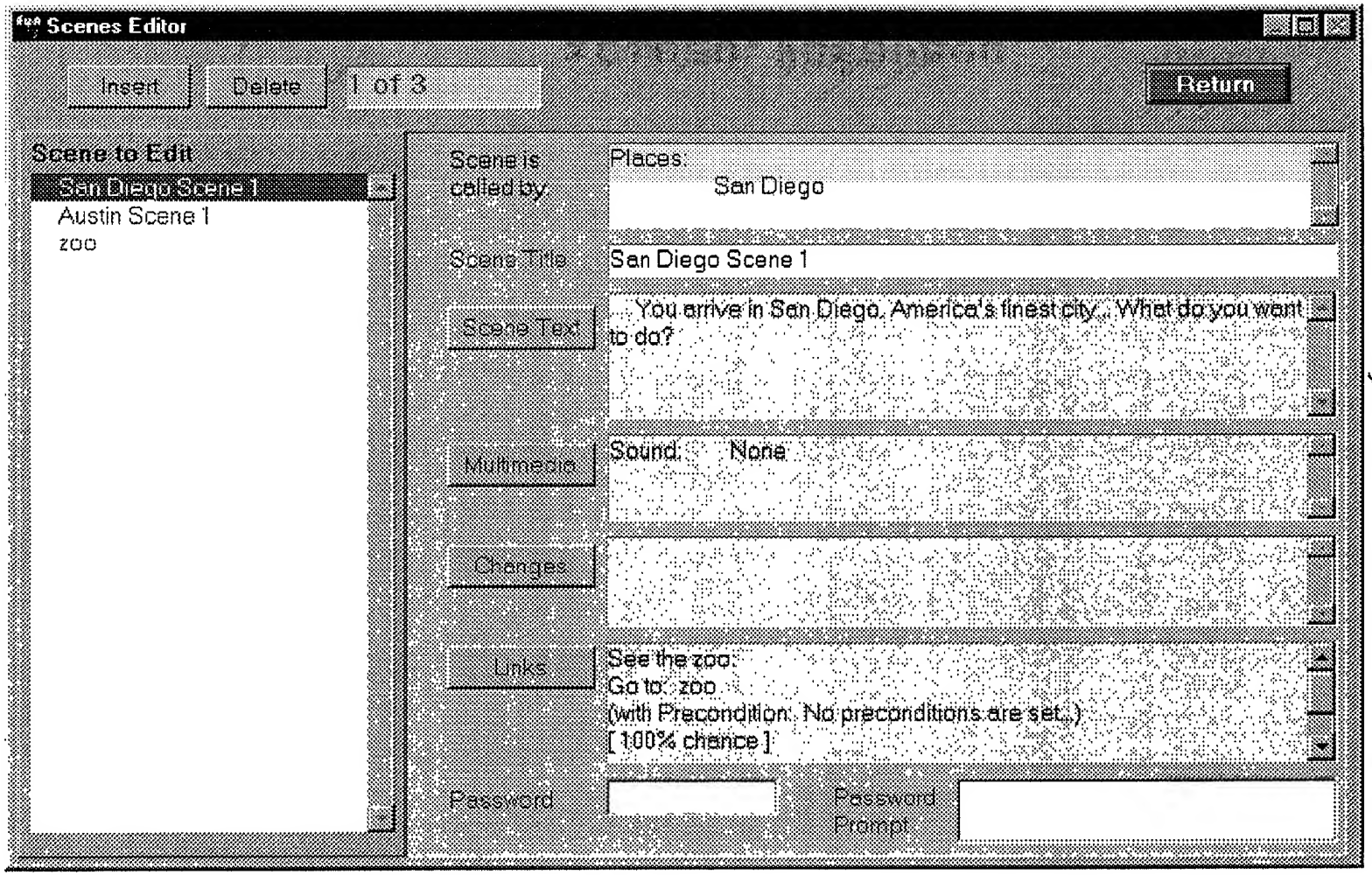

Scenes Editor
Insert
Delete
1 of 3
Return
Scene to Edit
San Diego Scene 1
Austin Scene 1
zoo
Scene is called by:
Places:
San Diego
Scene Title:
San Diego Scene 1
Scene Text
You arrive in San Diego, America's finest city. What do you want to do?
Multimedia
Sound: None
Changes
Links
See the zoo:
Go to: zoo
(with Precondition: No preconditions are set...)
[100% chance]
Password:
Password Prompt:

Figure 11

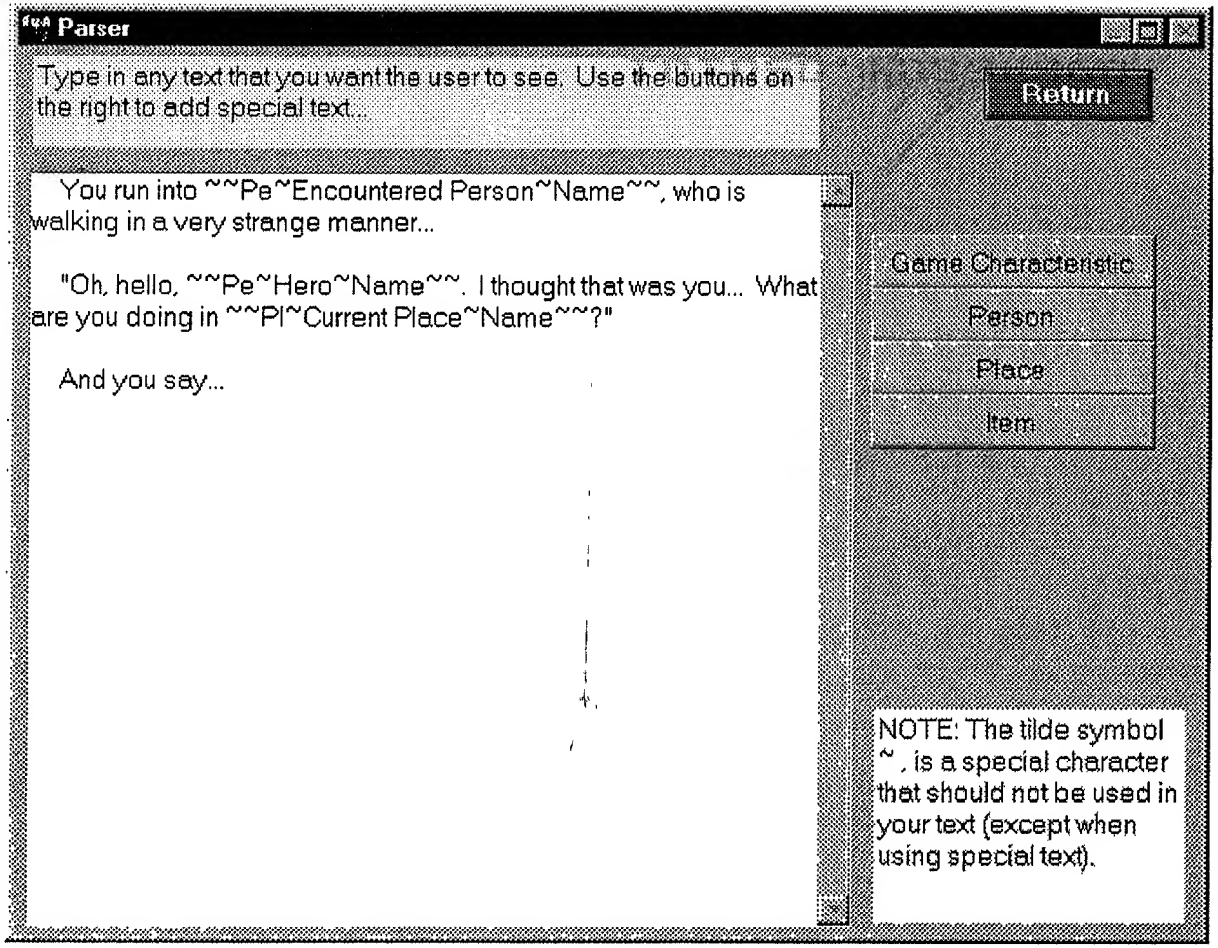

Parser
Type in any text that you want the user to see. Use the buttons on the right to add special text...
Return
You run into ~~Pe~Encountered Person~Name~~, who is walking in a very strange manner...
"Oh, hello, ~~Pe~Hero~Name~~. I thought that was you... What are you doing in ~~Pl~Current Place~Name~~?"
And you say...
Game Characteristic
Person
Place
Item
NOTE: The tilde symbol ~ , is a special character that should not be used in your text (except when using special text).

Figure 12

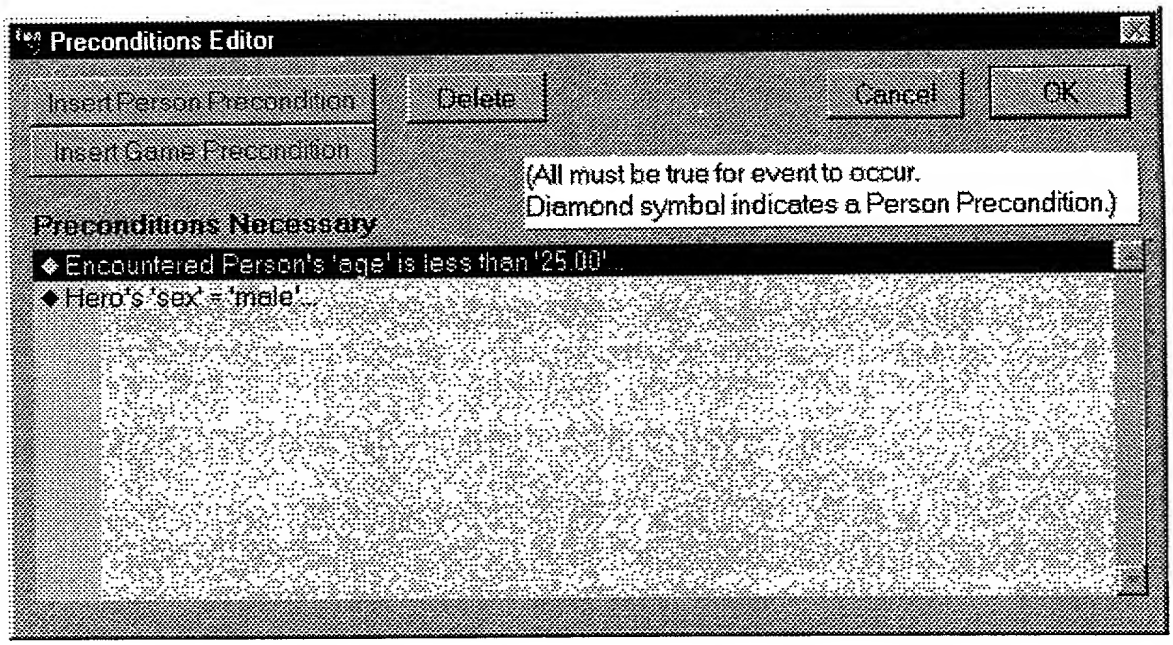


Figure 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

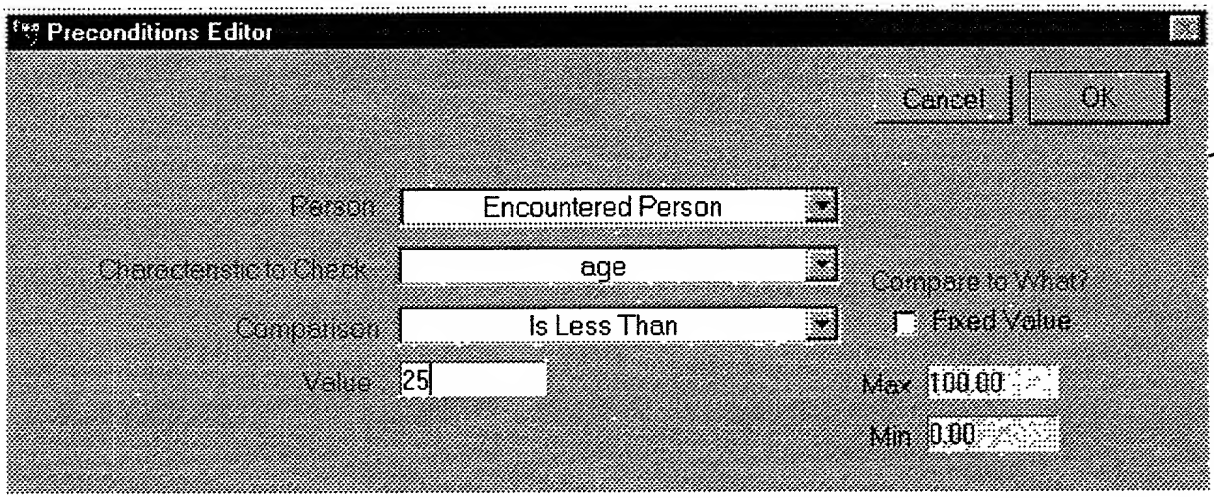
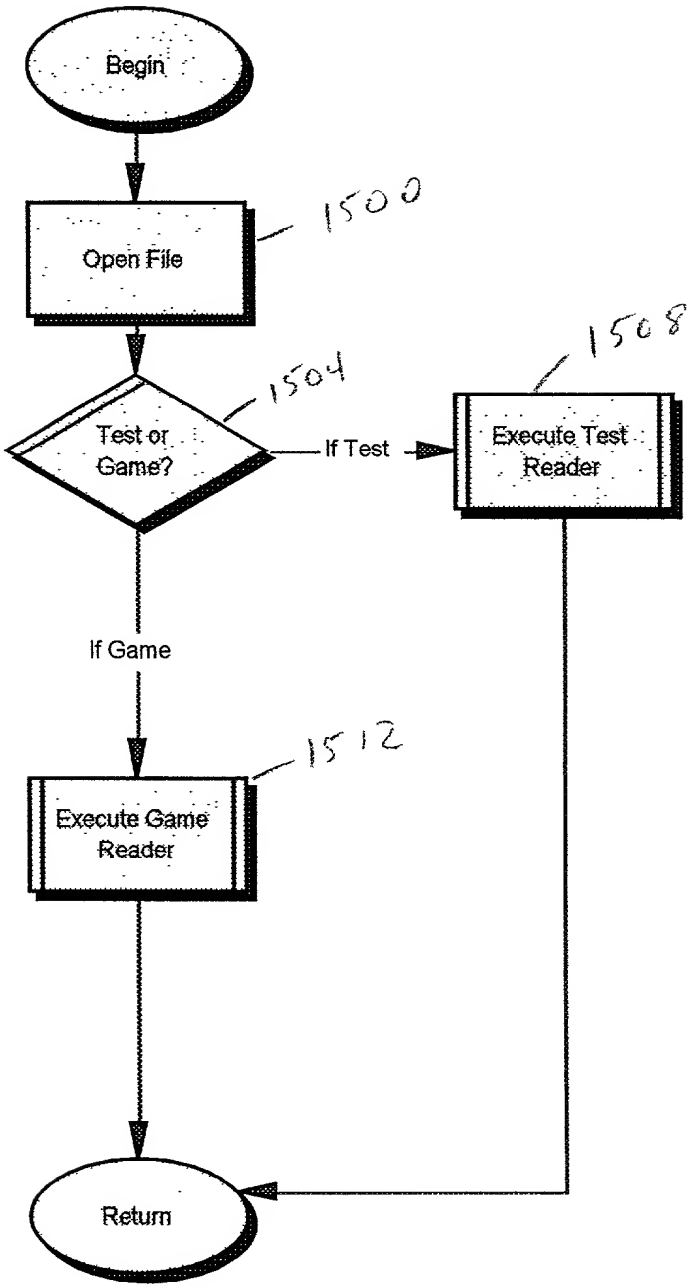


Figure 14

09998502.030, 09998502.031

Reader High Level

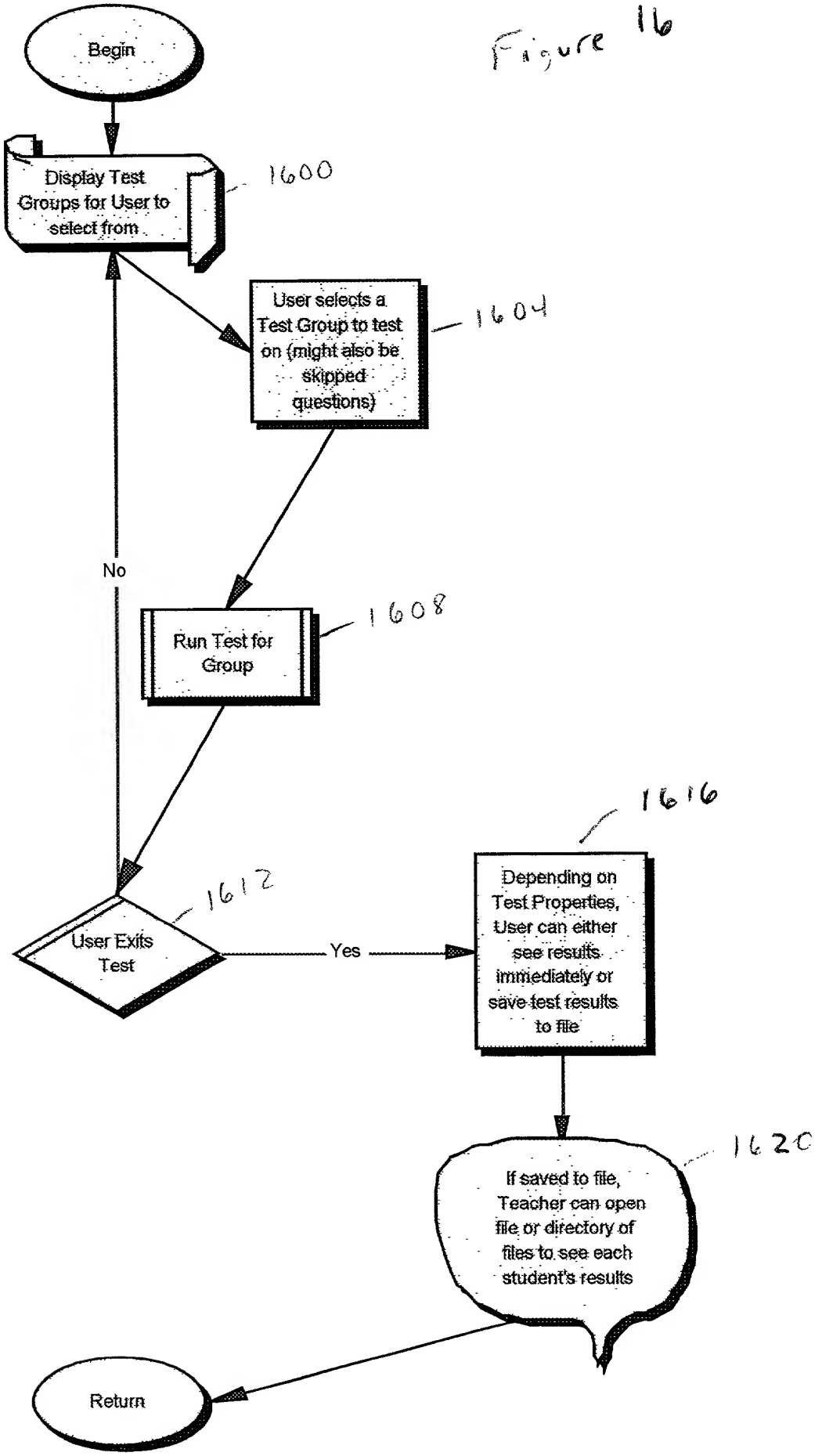
Figure 15



05044650.044, 05044650.044

Test Reader Main

Figure 16



US 2004/0205671 A1

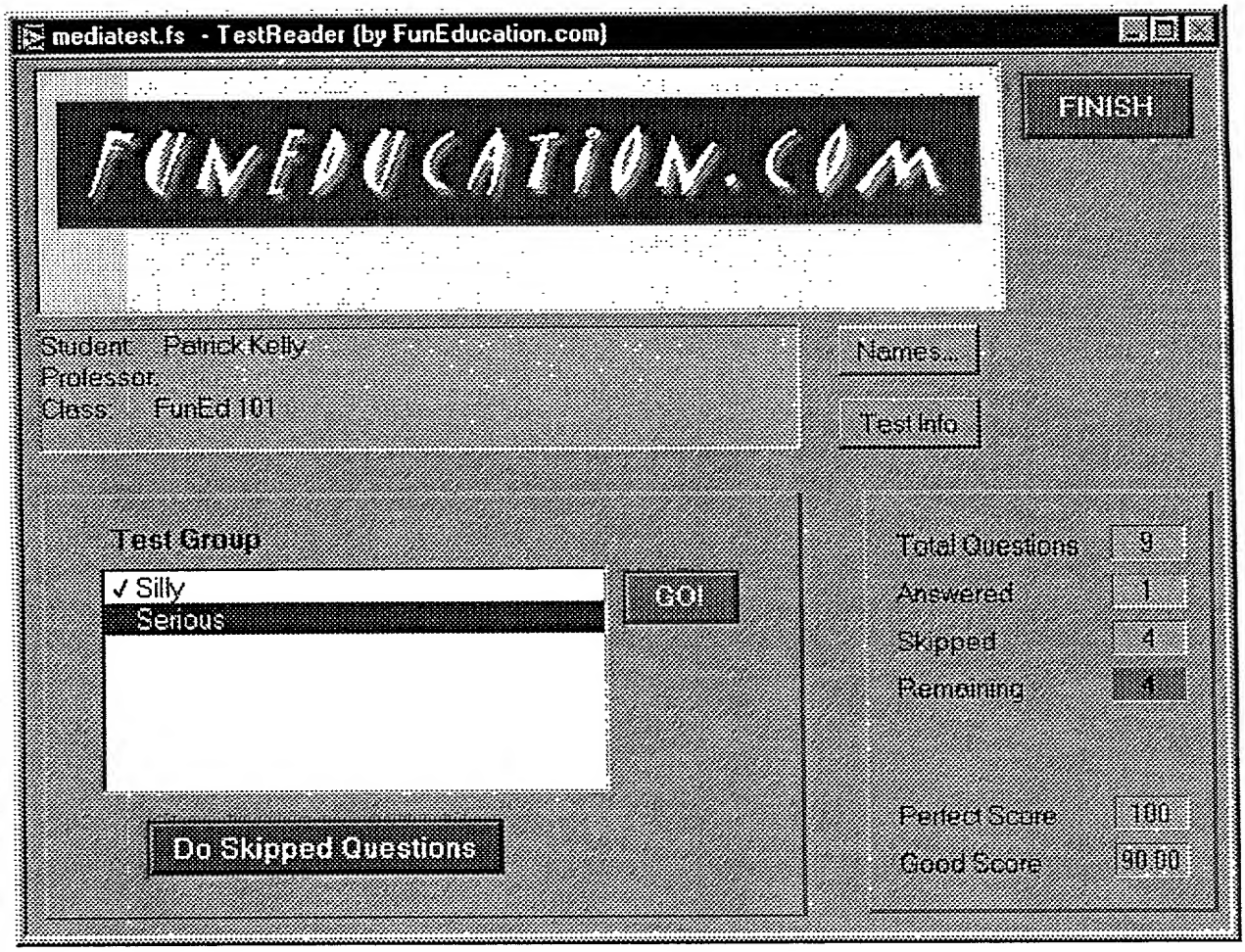

mediatest.fs - TestReader (by FunEducation.com)
FUNEDUCATION.COM
FINISH
Student: Patrick Kelly
Professor:
Class: FunEd 101
Names...
Test Info
Test Group
✓ Silly
Serious
GO!
Do Skipped Questions
Total Questions 9
Answered 1
Skipped 4
Remaining 4
Perfect Score 100
Good Score 90.00

Figure 17

Run Test for Group

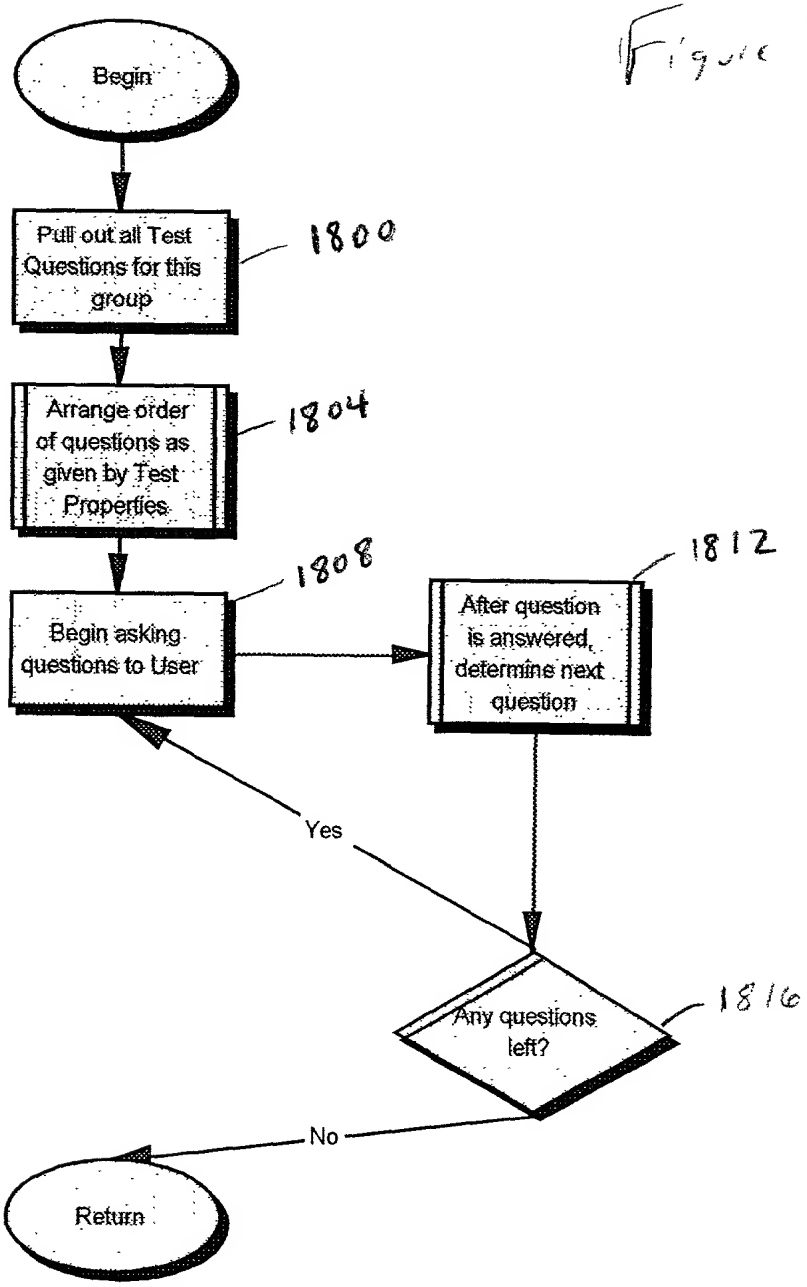
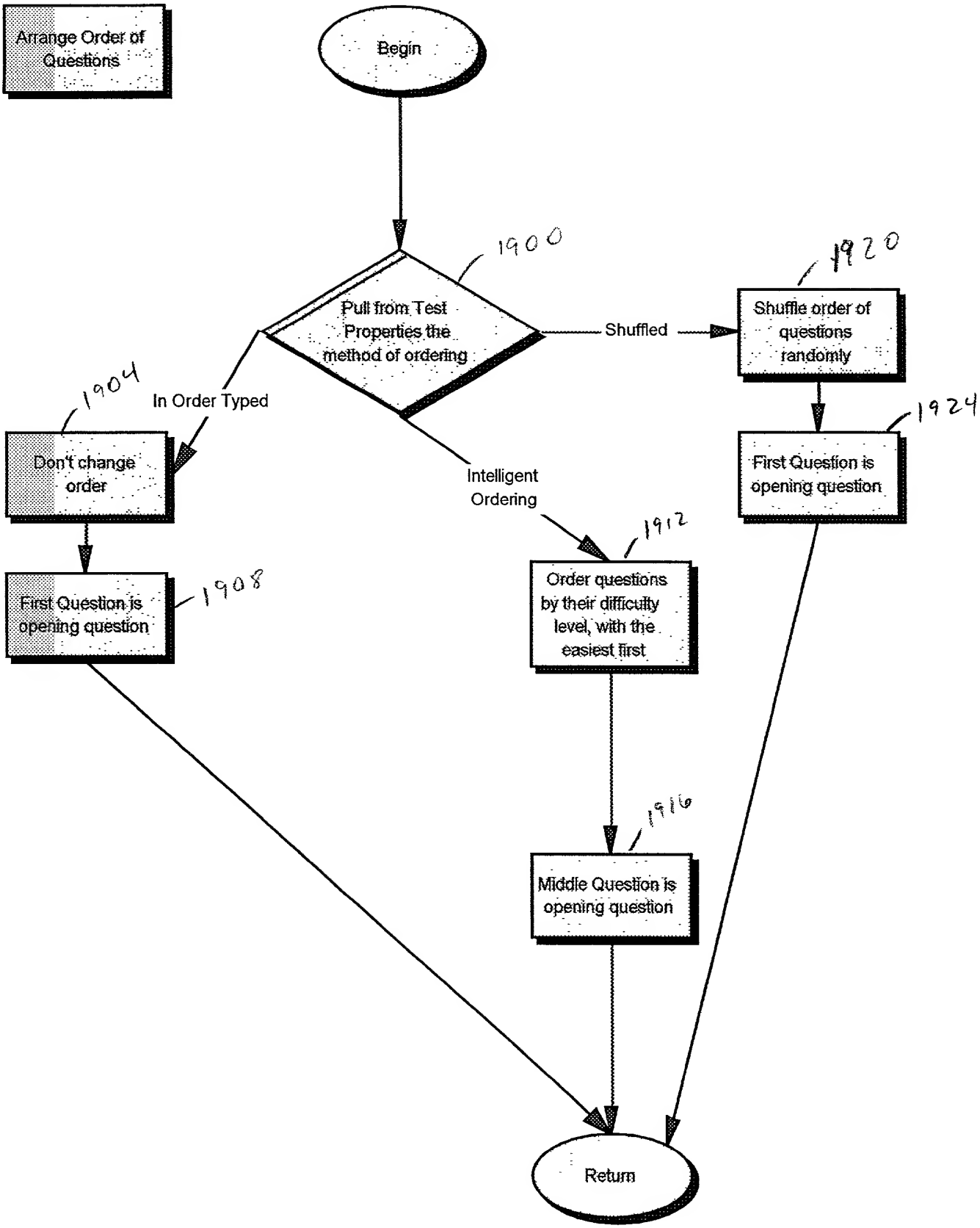


Figure 18

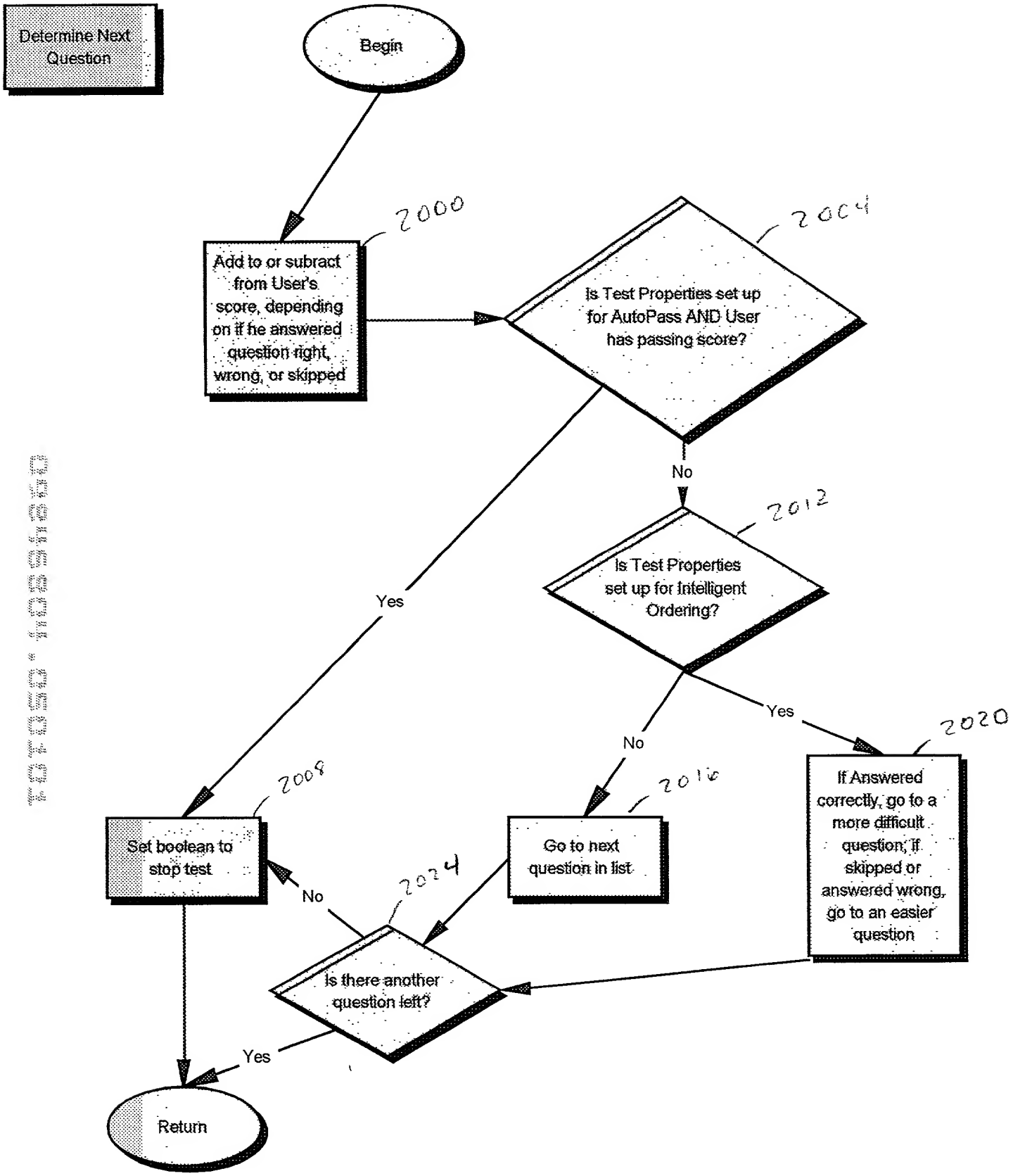
09916505v1 050404

Figure 19



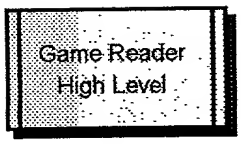
Google Exhibit 1002 - 0550102

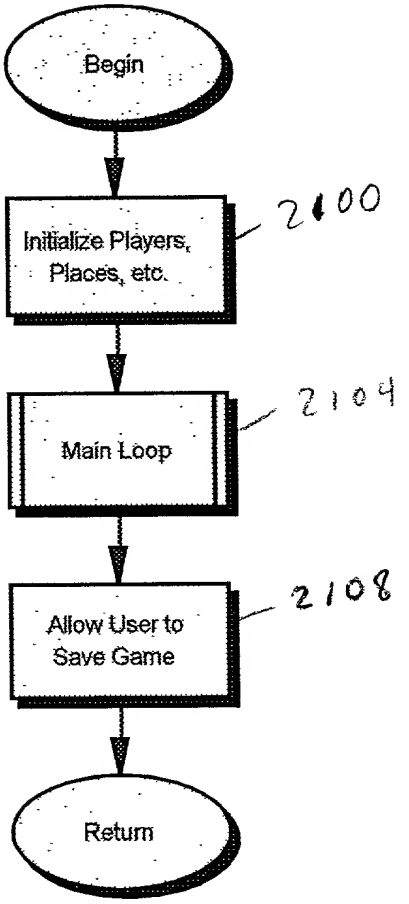
Figure 20



US 6,565,611 B1

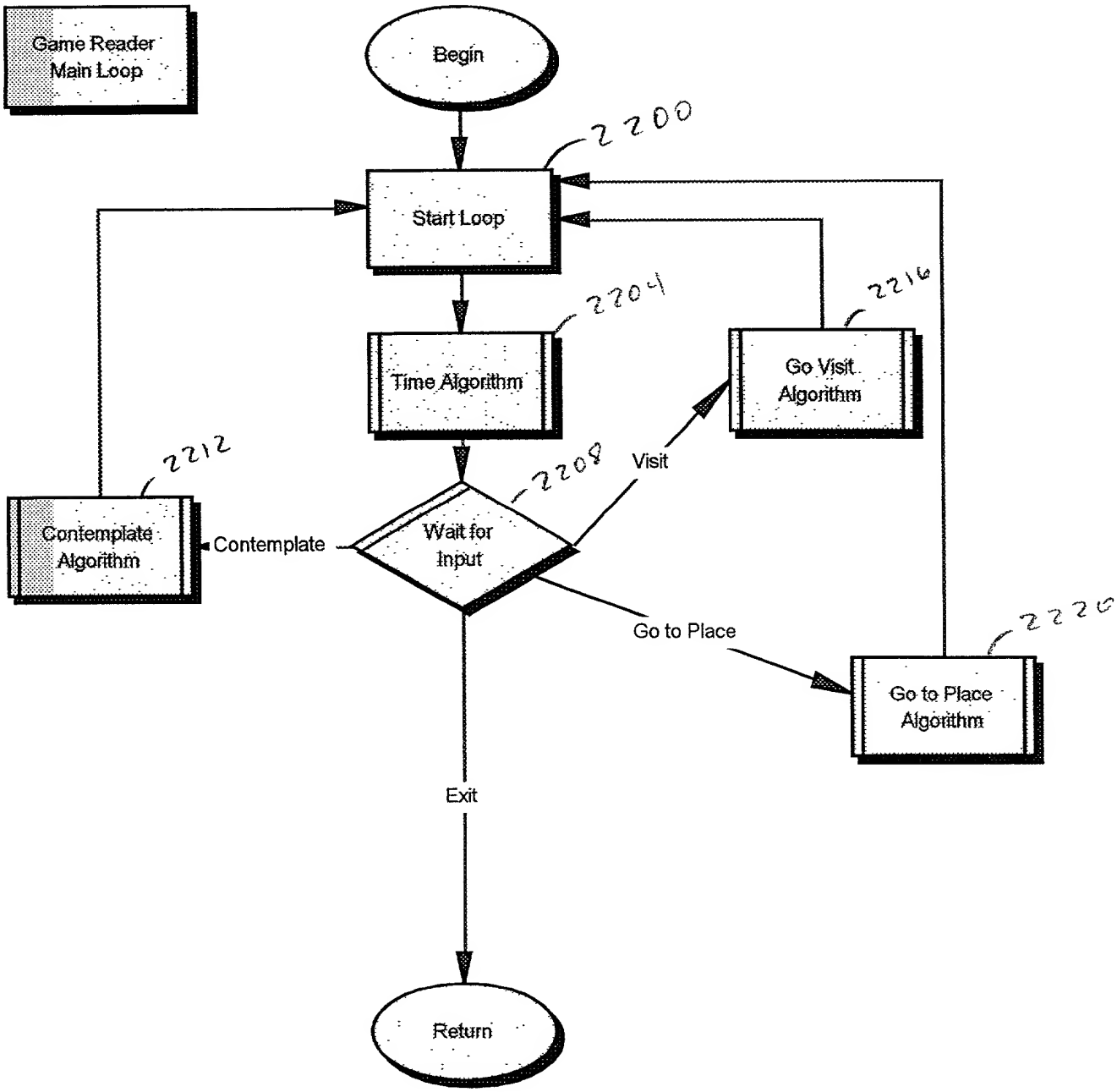
Figure 21





0224650 - 050340

Figure 22



GB 2 345 573 A

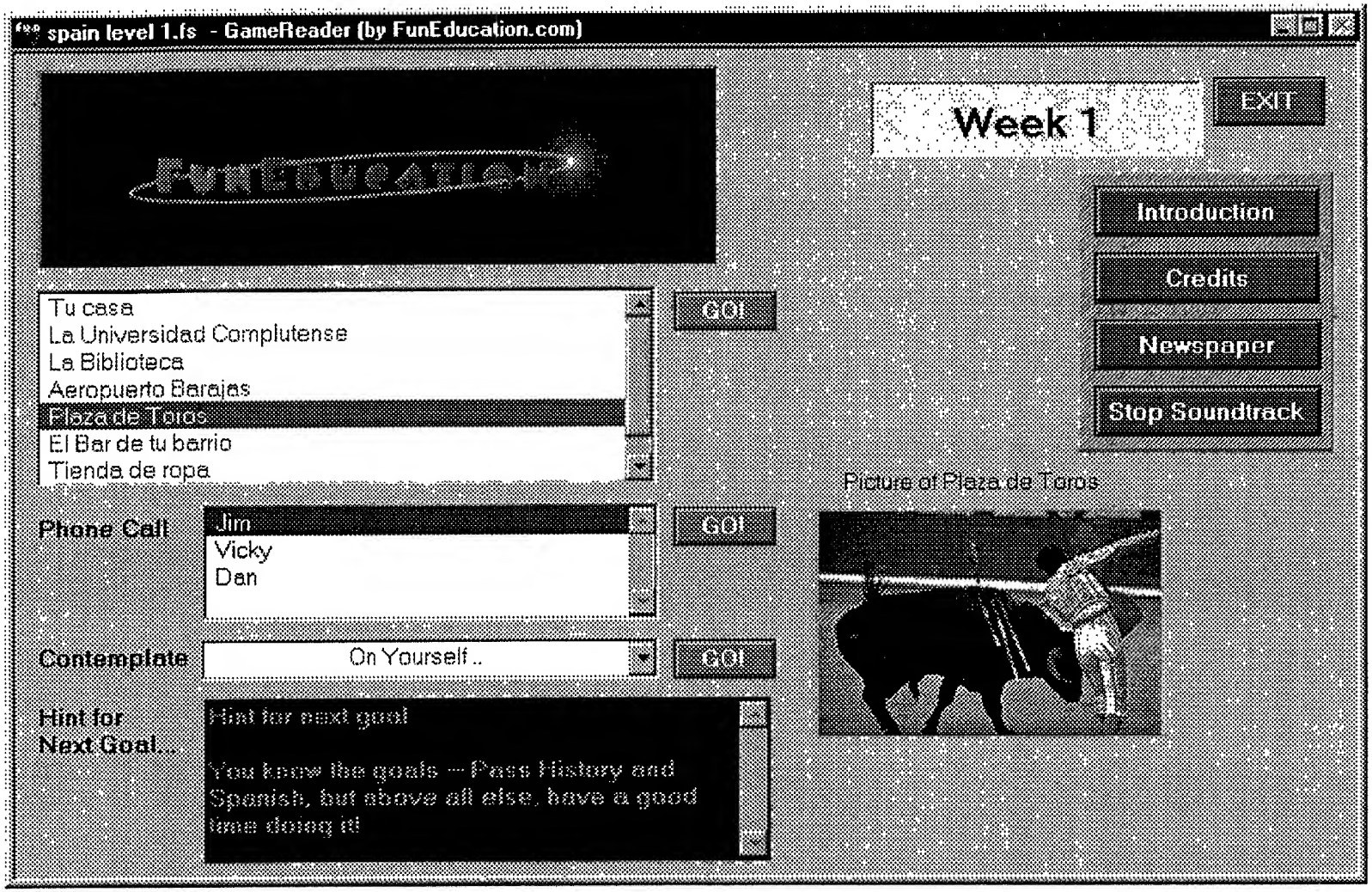
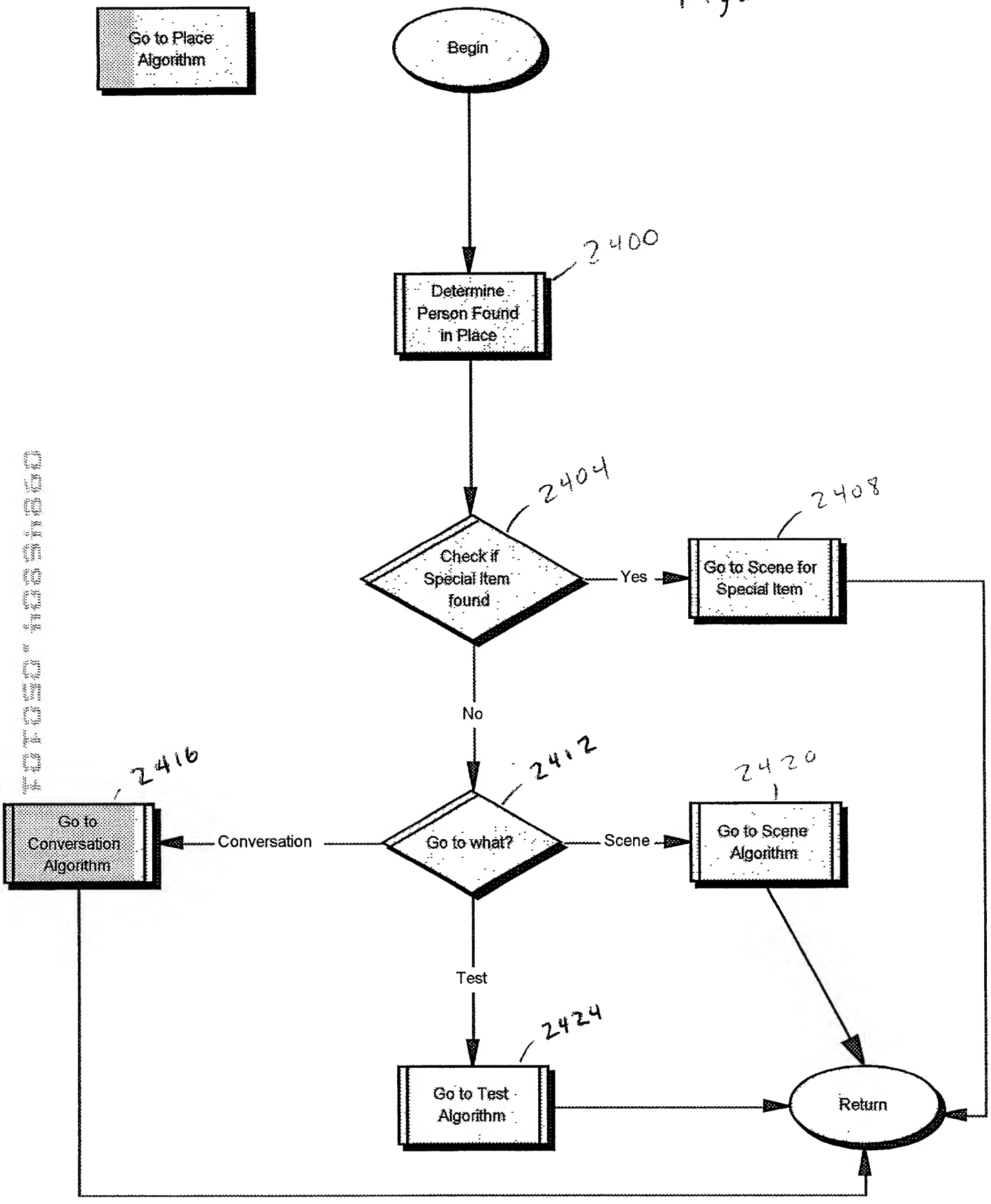

spain level 1.fs - GameReader (by FunEducation.com)
Week 1
EXIT
Introduction
Credits
Newspaper
Stop Soundtrack
Tu casa
La Universidad Complutense
La Biblioteca
Aeropuerto Barajas
Plaza de Toros
El Bar de tu barrio
Tienda de ropa
GO!
Picture of Plaza de Toros
Phone Call
Jim
Vicky
Dan
GO!
Contemplate
On Yourself ..
GO!
Hint for Next Goal...
Hint for next goal
You know the goals -- Pass History and Spanish, but above all else, have a good time doing it!

Figure 23

Figure 24



09615694 - 050403

Figure 25

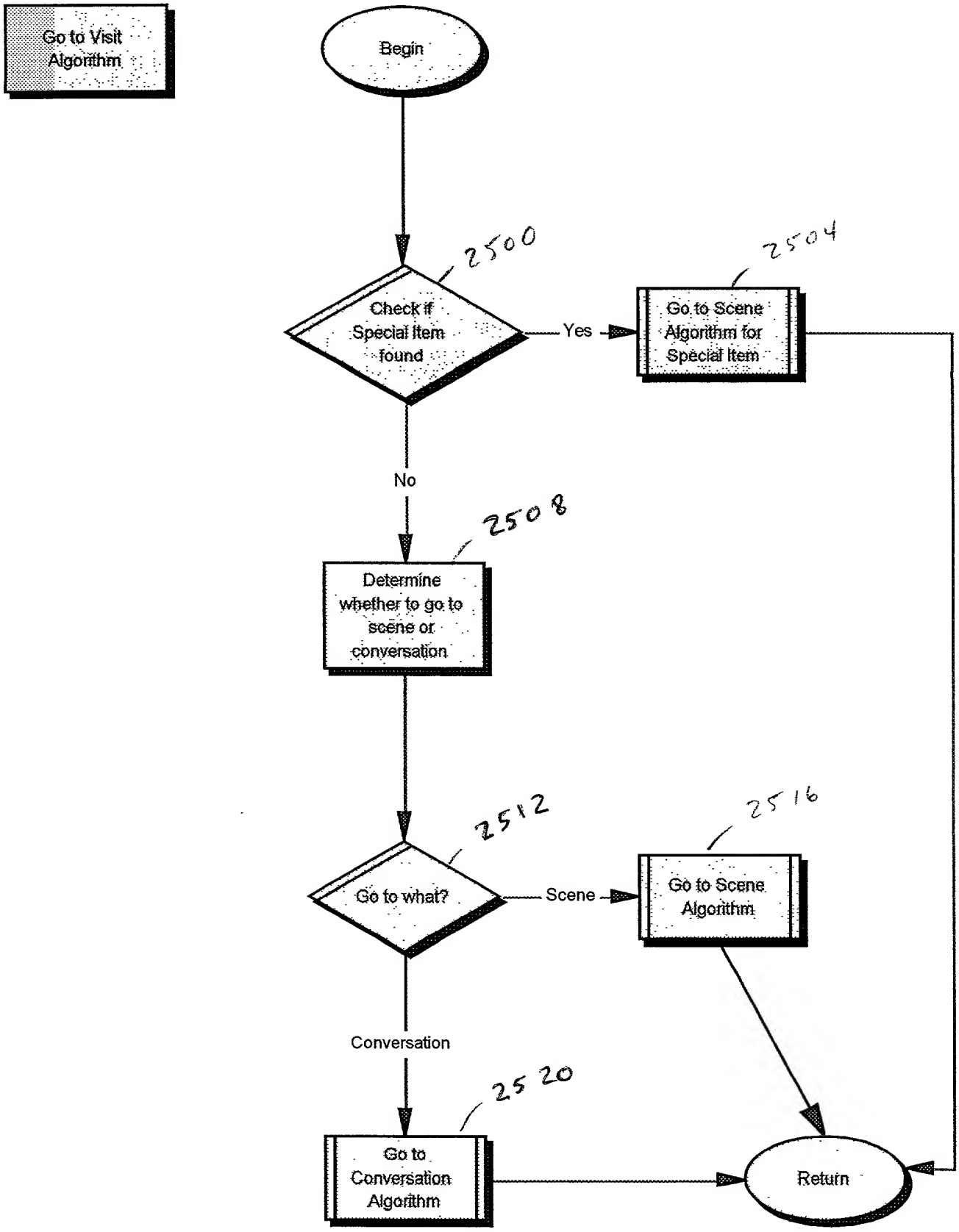

Go to Visit Algorithm
Begin
2500
Check if Special Item found
Yes
2504
Go to Scene Algorithm for Special Item
No
2508
Determine whether to go to scene or conversation
2512
Go to what?
Scene
2516
Go to Scene Algorithm
Conversation
2520
Go to Conversation Algorithm
Return

Figure 26

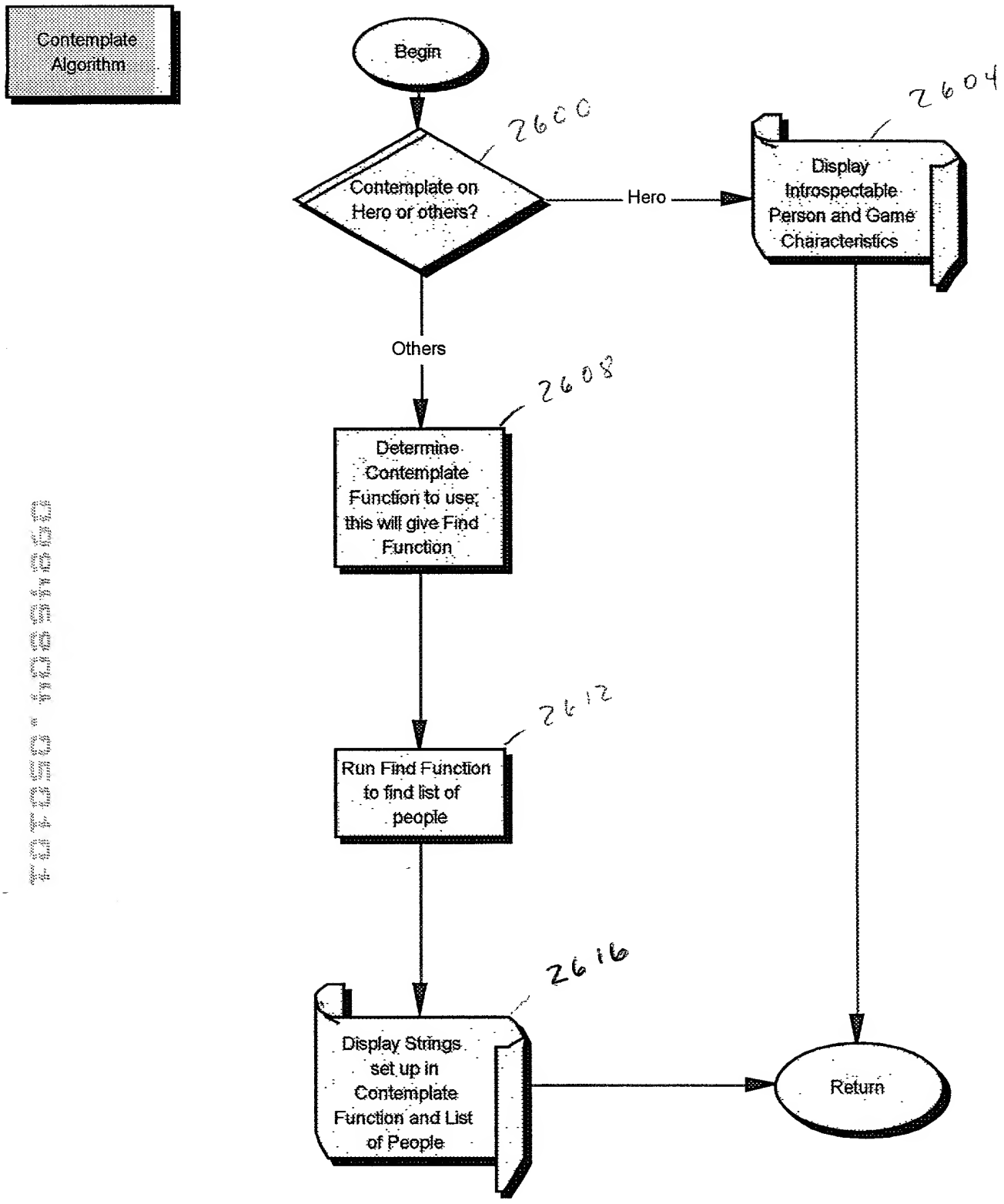
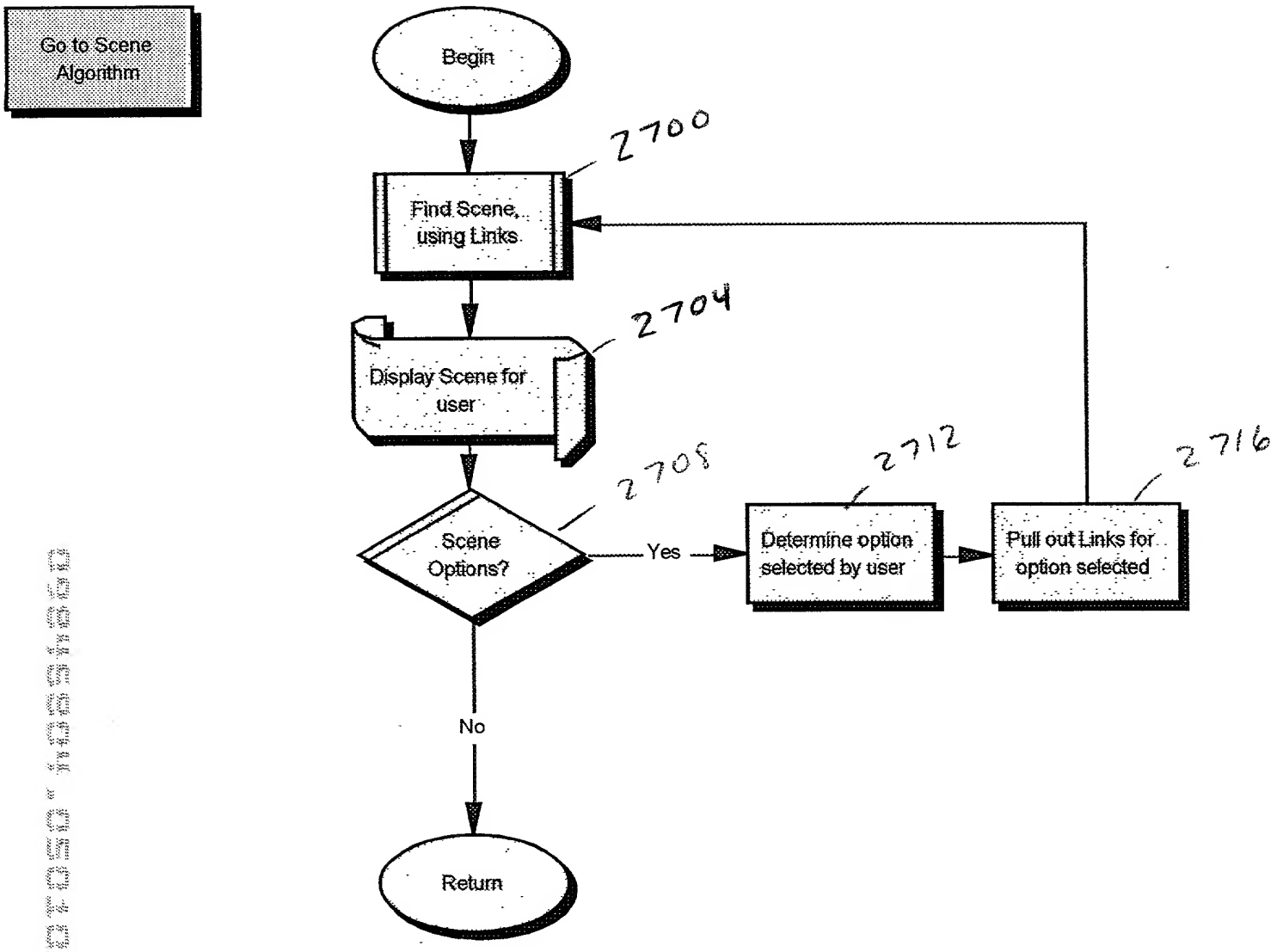

Contemplate Algorithm
Begin
2600
Contemplate on Hero or others?
Hero
2604
Display Introspectable Person and Game Characteristics
Others
2608
Determine Contemplate Function to use; this will give Find Function
2612
Run Find Function to find list of people
2616
Display Strings set up in Contemplate Function and List of People
Return

Figure 27


Go to Scene Algorithm
Begin
2700
Find Scene, using Links
2704
Display Scene for user
2708
Scene Options?
Yes
2712
Determine option selected by user
2716
Pull out Links for option selected
No
Return

FOREIGN PATENT DOCUMENT

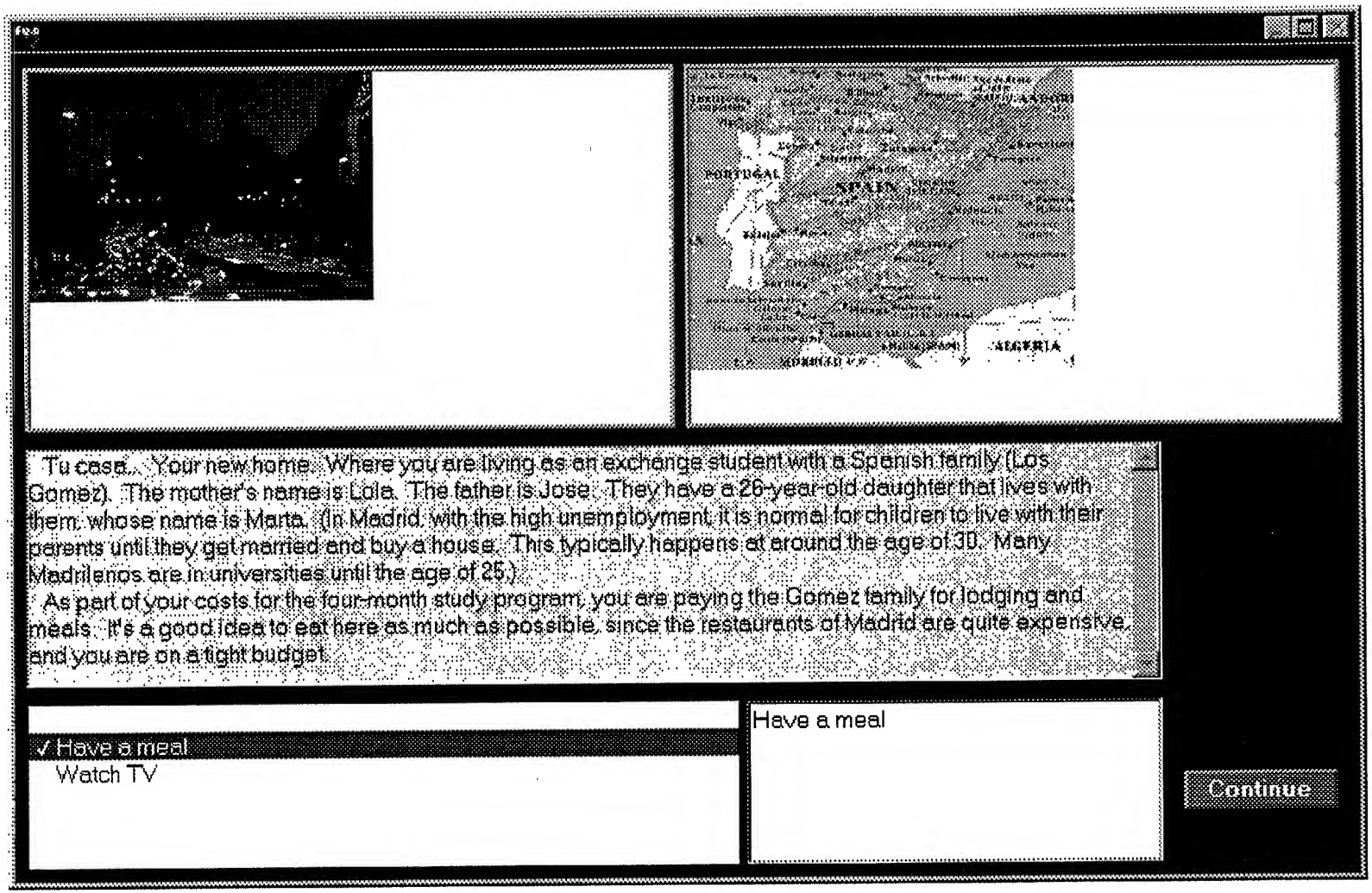


Figure 28

Figure 29

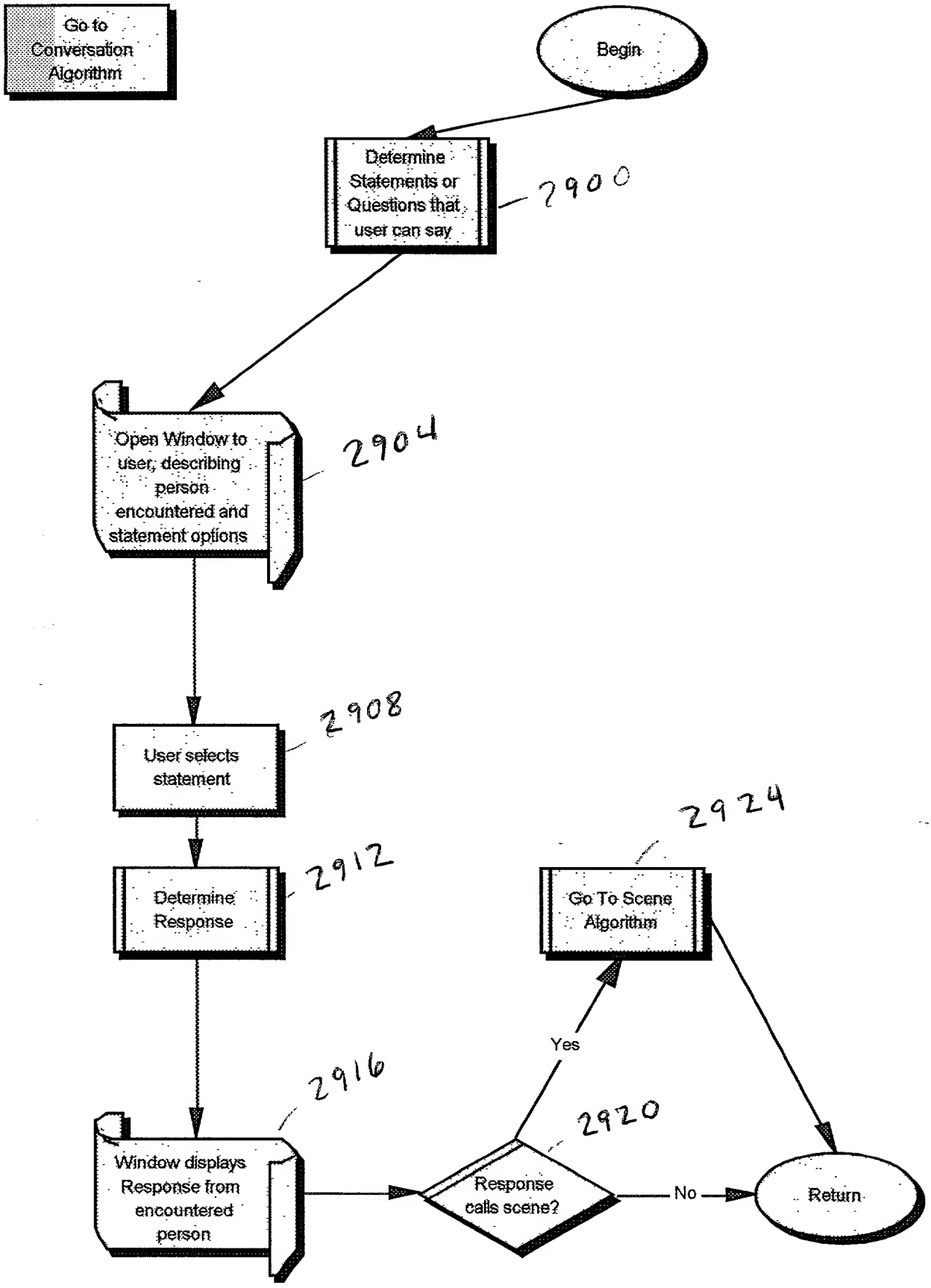

Go to Conversation Algorithm
Begin
Determine Statements or Questions that user can say
2900
Open Window to user, describing person encountered and statement options
2904
User selects statement
2908
Determine Response
2912
Window displays Response from encountered person
2916
Response calls scene?
2920
Yes
No
Go To Scene Algorithm
2924
Return

Figure 30

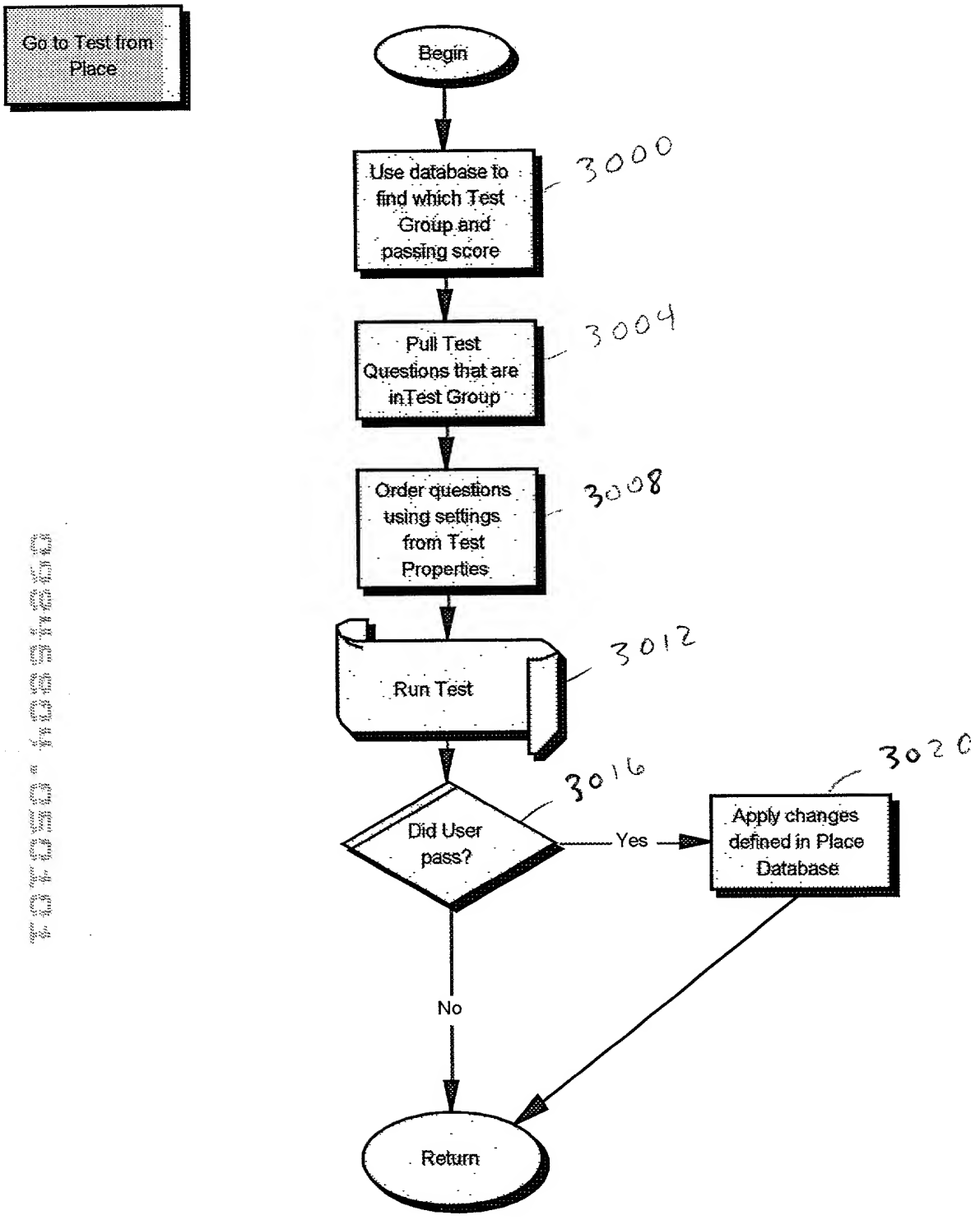

Go to Test from Place
Begin
Use database to find which Test Group and passing score
3000
Pull Test Questions that are inTest Group
3004
Order questions using settings from Test Properties
3008
Run Test
3012
Did User pass?
3016
Yes
Apply changes defined in Place Database
3020
No
Return

Figure 31

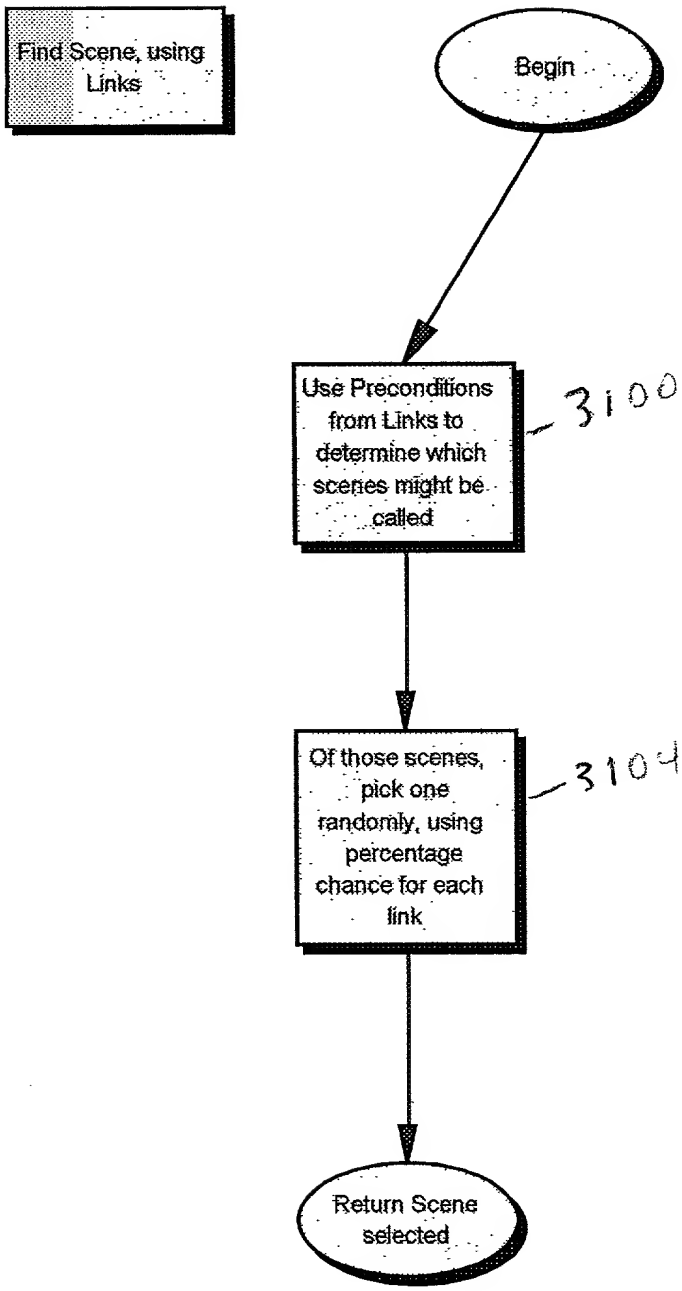

Find Scene, using Links
Begin
Use Preconditions from Links to determine which scenes might be called
3100
Of those scenes, pick one randomly, using percentage chance for each link
3104
Return Scene selected

Figure 32

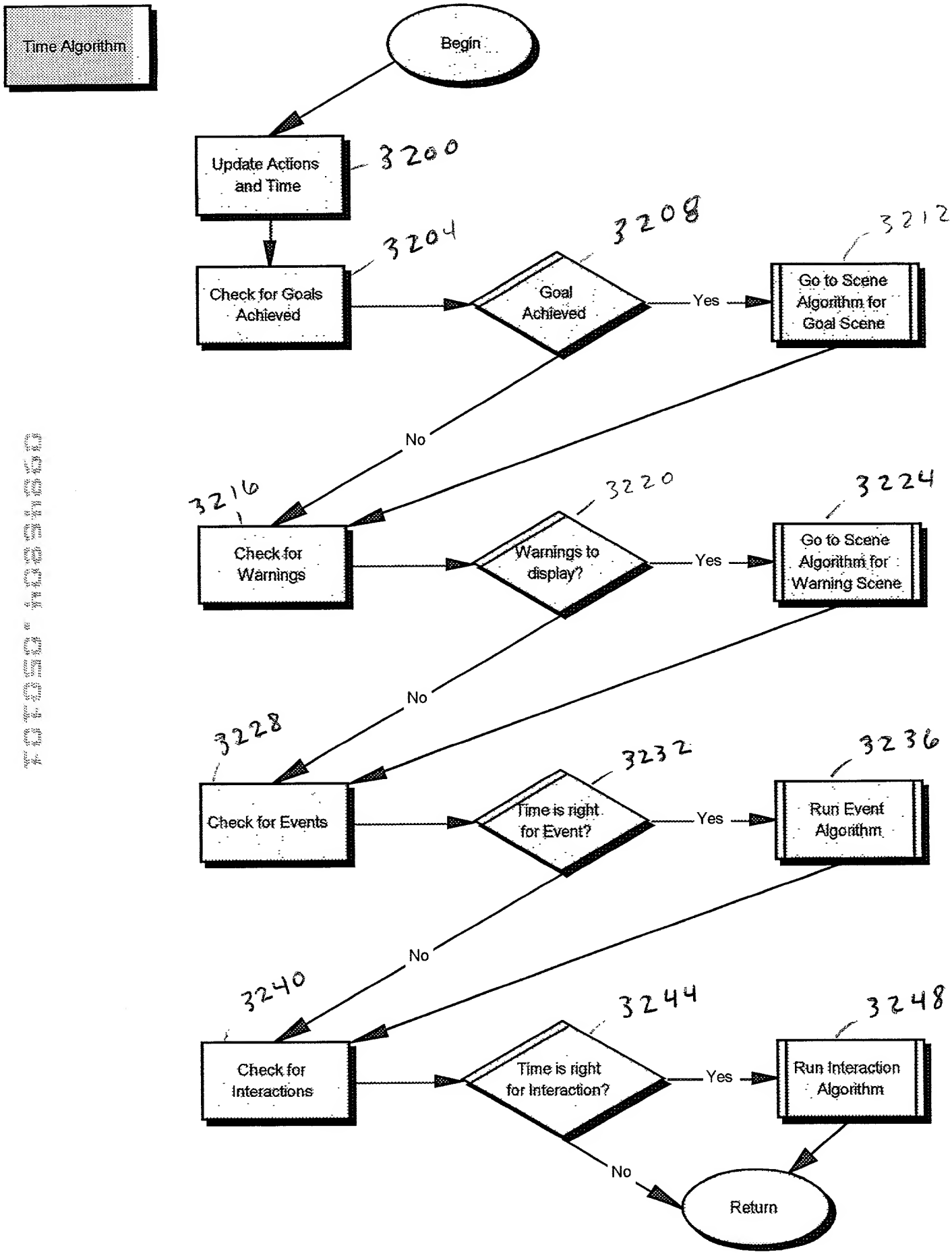

Time Algorithm
Begin
Update Actions and Time
3200
Check for Goals Achieved
3204
Goal Achieved
3208
Yes
Go to Scene Algorithm for Goal Scene
3212
No
Check for Warnings
3216
Warnings to display?
3220
Yes
Go to Scene Algorithm for Warning Scene
3224
No
Check for Events
3228
Time is right for Event?
3232
Yes
Run Event Algorithm
3236
No
Check for Interactions
3240
Time is right for Interaction?
3244
Yes
Run Interaction Algorithm
3248
No
Return

Figure 33

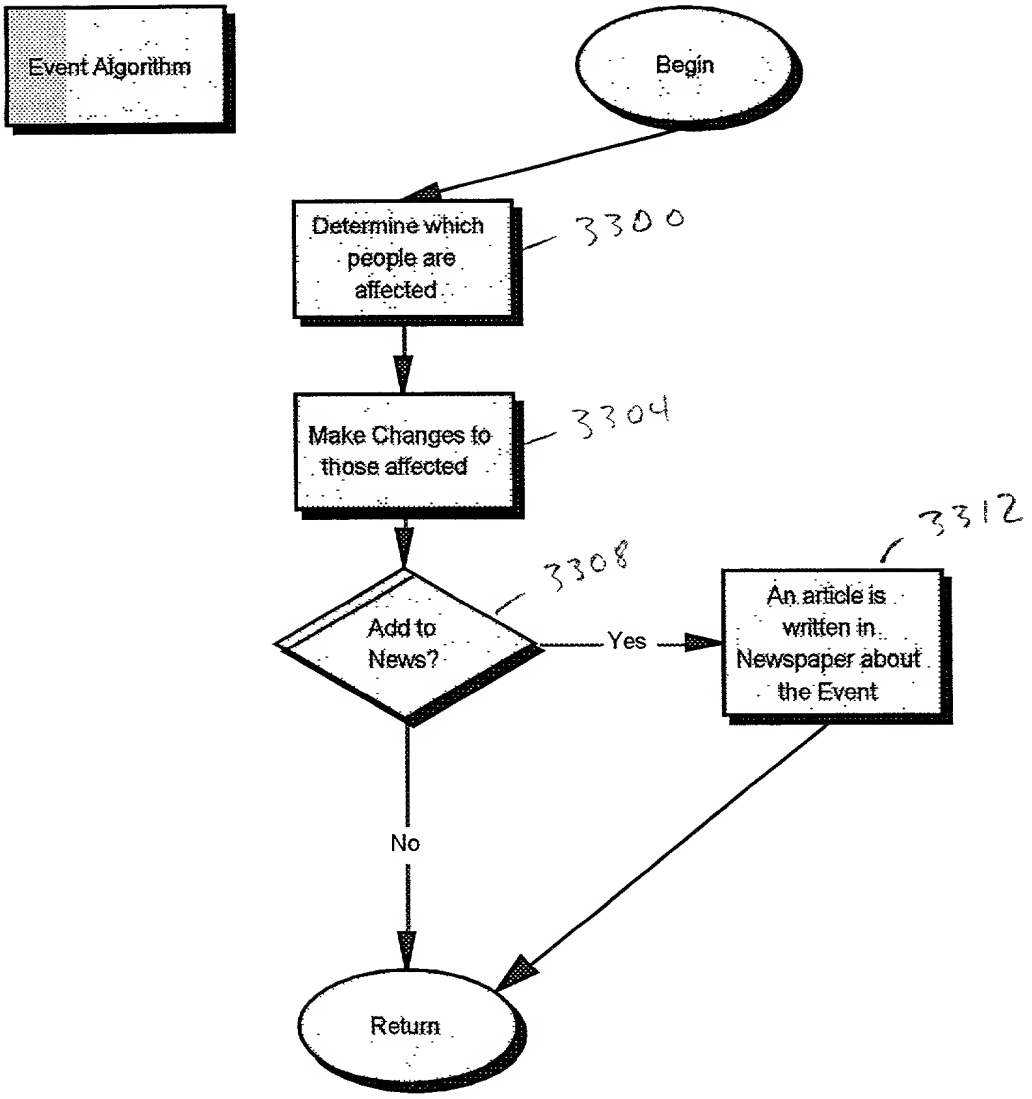

Event Algorithm
Begin
Determine which people are affected
3300
Make Changes to those affected
3304
Add to News?
3308
Yes
An article is written in Newspaper about the Event
3312
No
Return

Figure 34

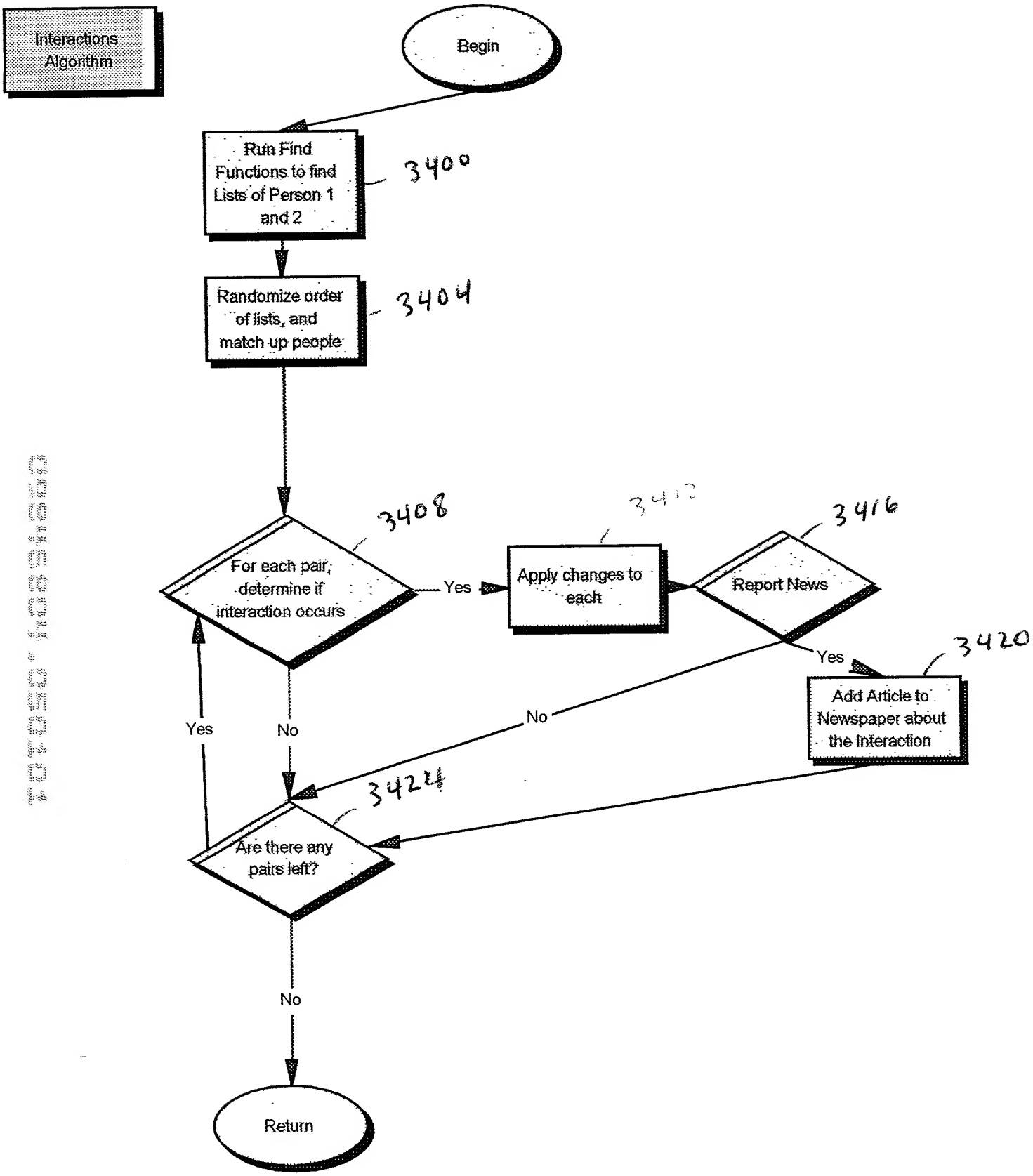

Interactions Algorithm
Begin
Run Find Functions to find Lists of Person 1 and 2
3400
Randomize order of lists, and match up people
3404
For each pair, determine if interaction occurs
3408
Yes
Apply changes to each
3412
Report News
3416
Yes
Add Article to Newspaper about the Interaction
3420
No
Yes
No
Are there any pairs left?
3424
No
Return

Figure 35

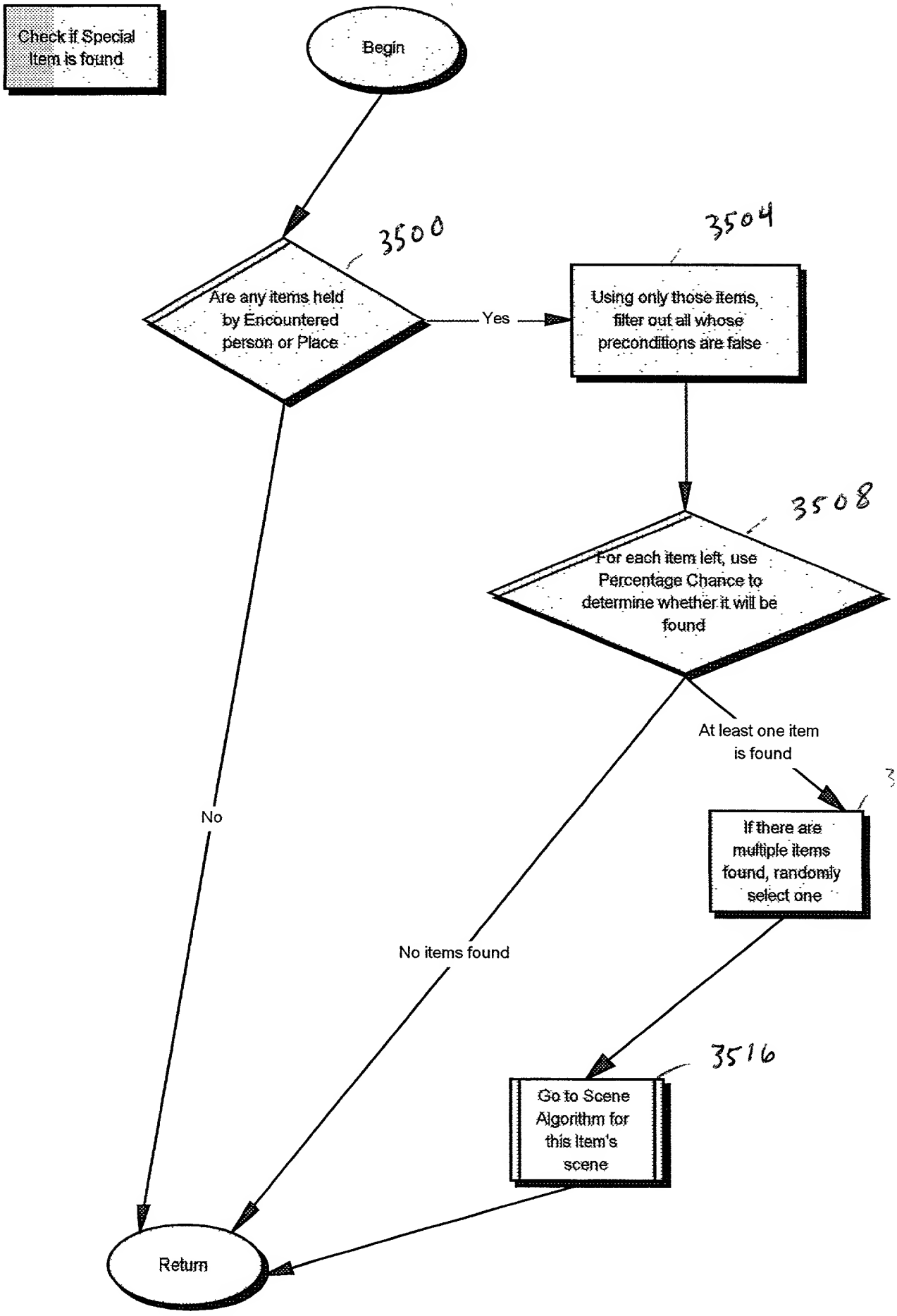

Check if Special Item is found
Begin
3500
Are any items held by Encountered person or Place
Yes
3504
Using only those items, filter out all whose preconditions are false
3508
For each item left, use Percentage Chance to determine whether it will be found
At least one item is found
3512
If there are multiple items found, randomly select one
No
No items found
3516
Go to Scene Algorithm for this item's scene
Return

Figure 36

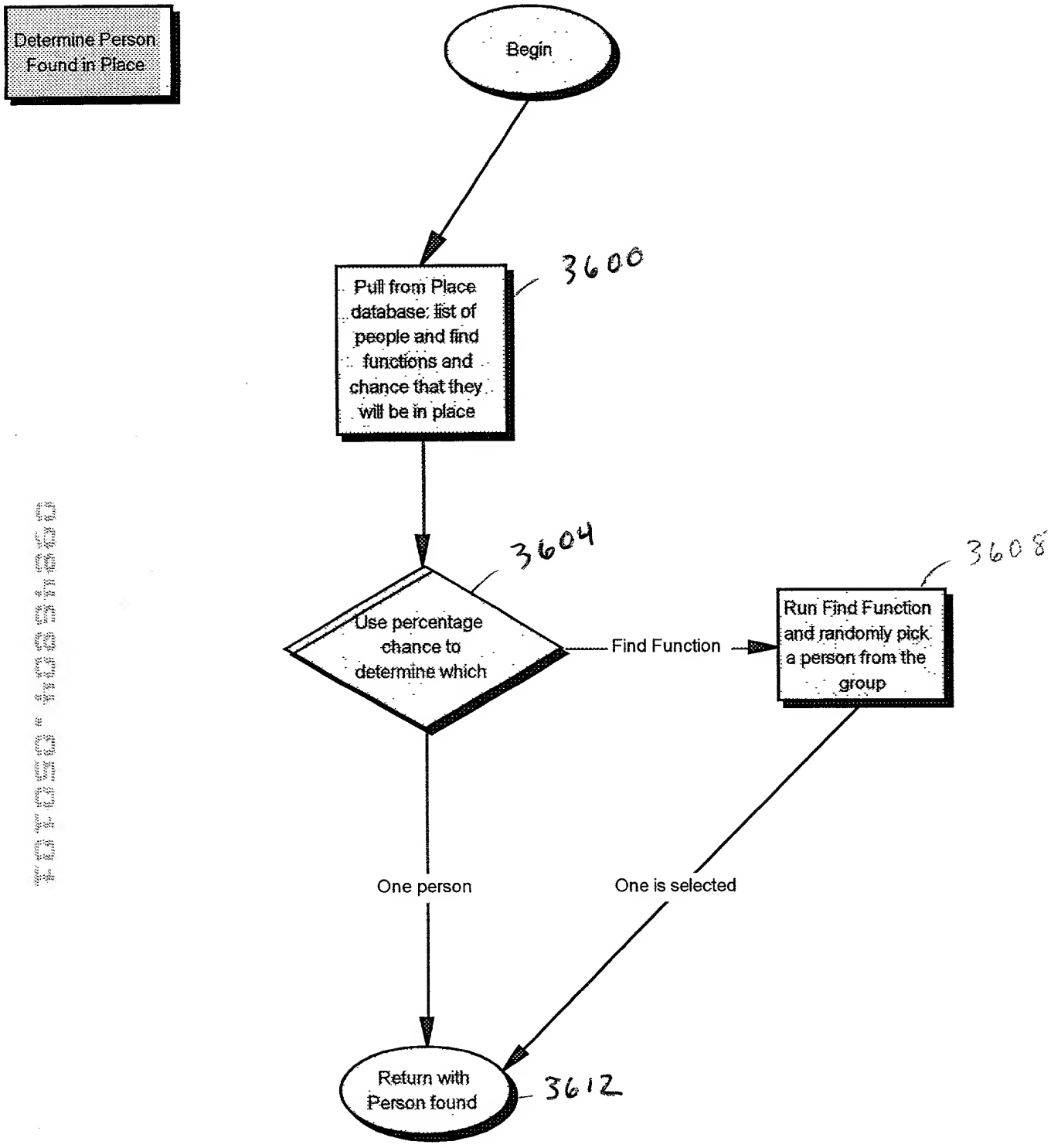

Determine Person Found in Place
Begin
Pull from Place database: list of people and find functions and chance that they will be in place
3600
Use percentage chance to determine which
3604
Find Function
Run Find Function and randomly pick a person from the group
3608
One person
One is selected
Return with Person found
3612

Figure 37

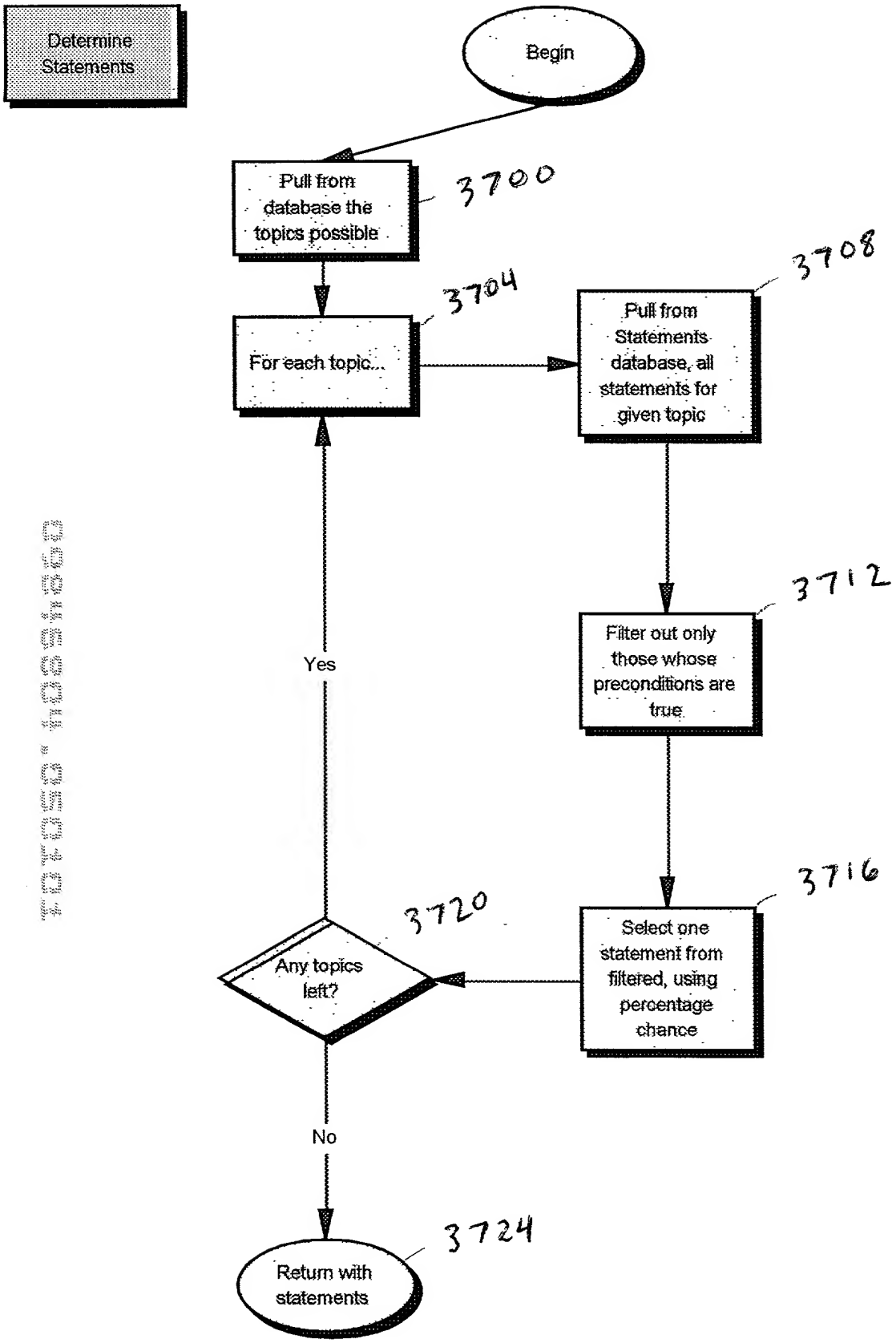

Determine Statements
Begin
Pull from database the topics possible
3700
For each topic...
3704
Pull from Statements database, all statements for given topic
3708
Filter out only those whose preconditions are true
3712
Select one statement from filtered, using percentage chance
3716
Any topics left?
3720
Yes
No
Return with statements
3724

Figure 38

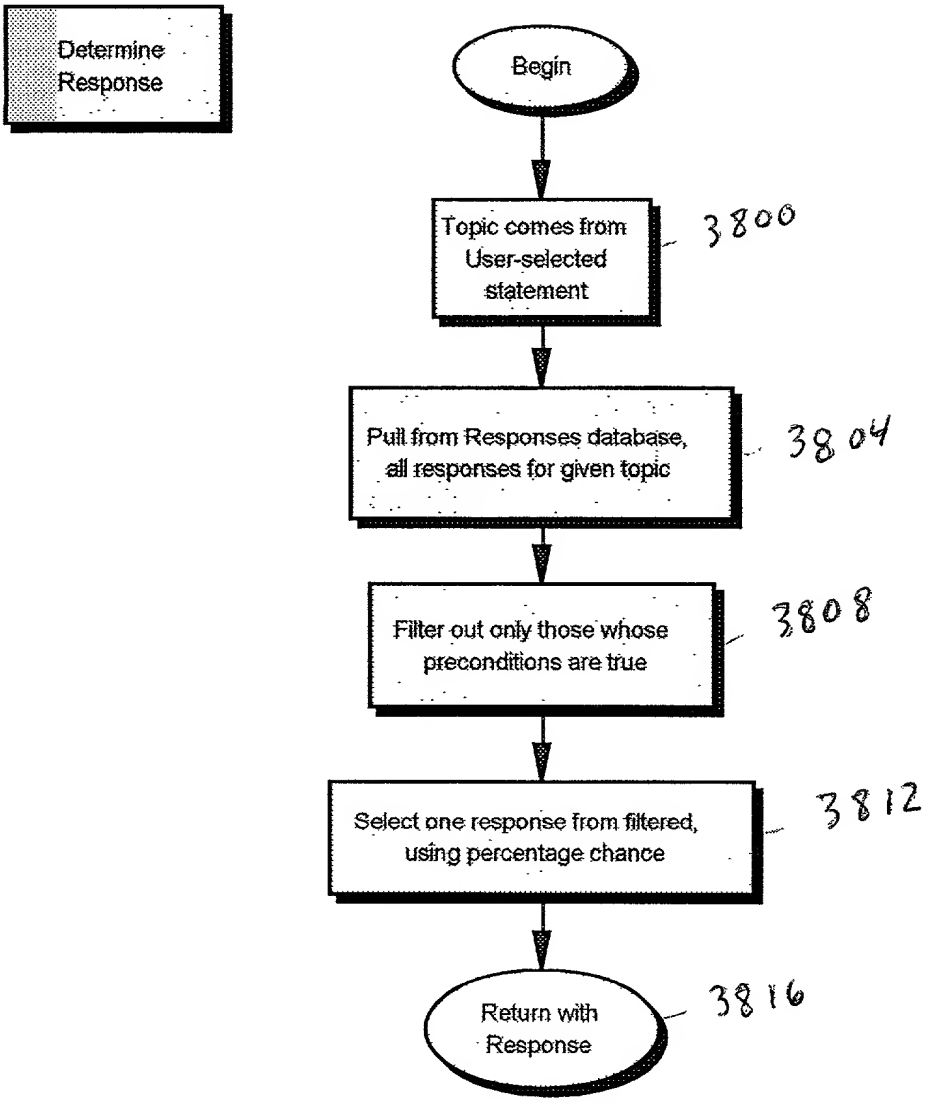

Determine Response
Begin
Topic comes from User-selected statement
3800
Pull from Responses database, all responses for given topic
3804
Filter out only those whose preconditions are true
3808
Select one response from filtered, using percentage chance
3812
Return with Response
3816

Figure 39: Simulation DB for each object

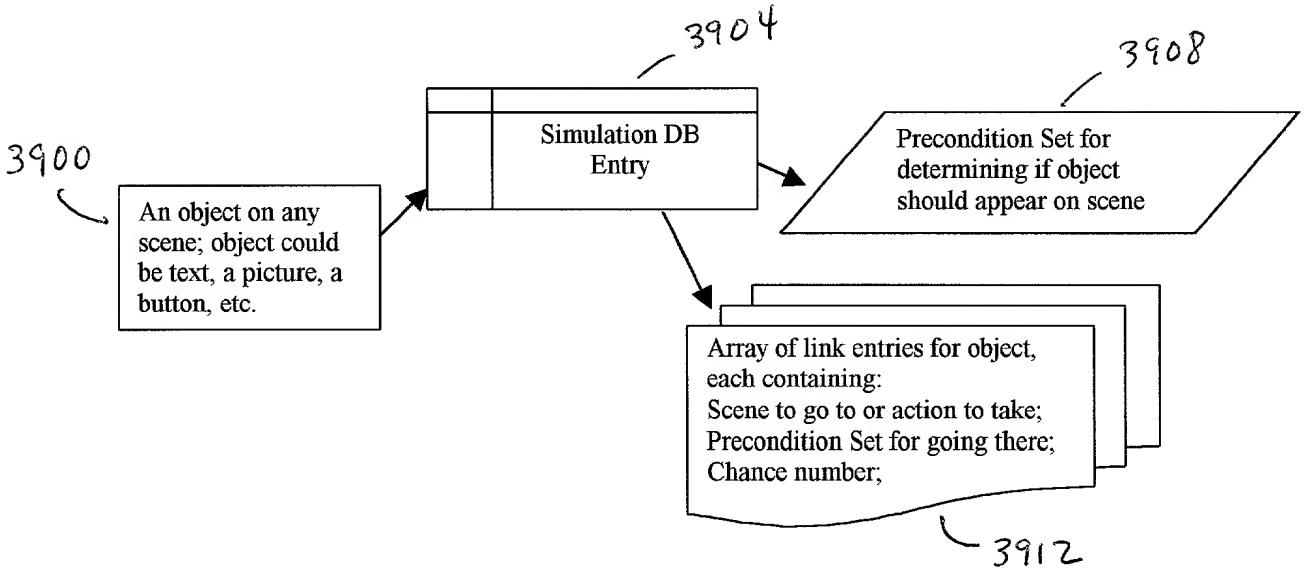


Figure 40: Precondition DB

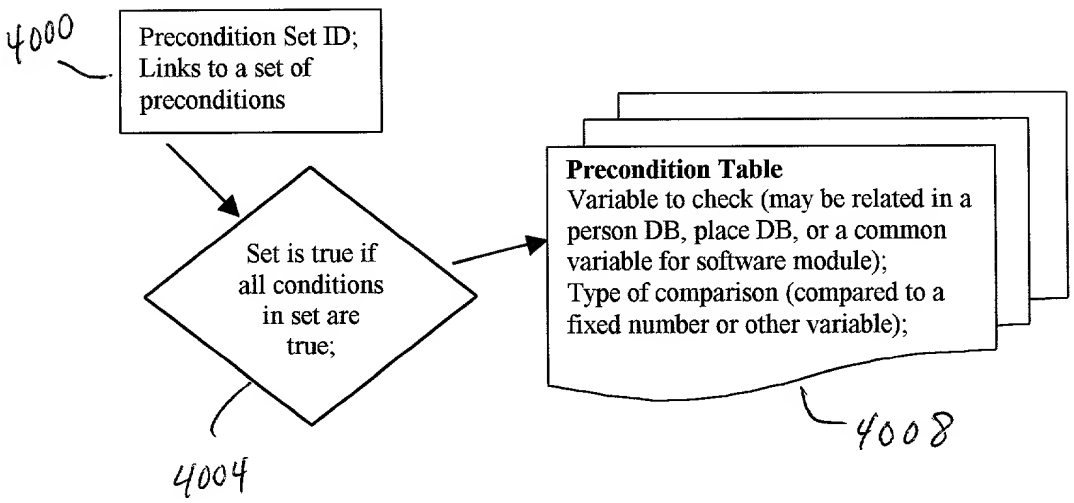
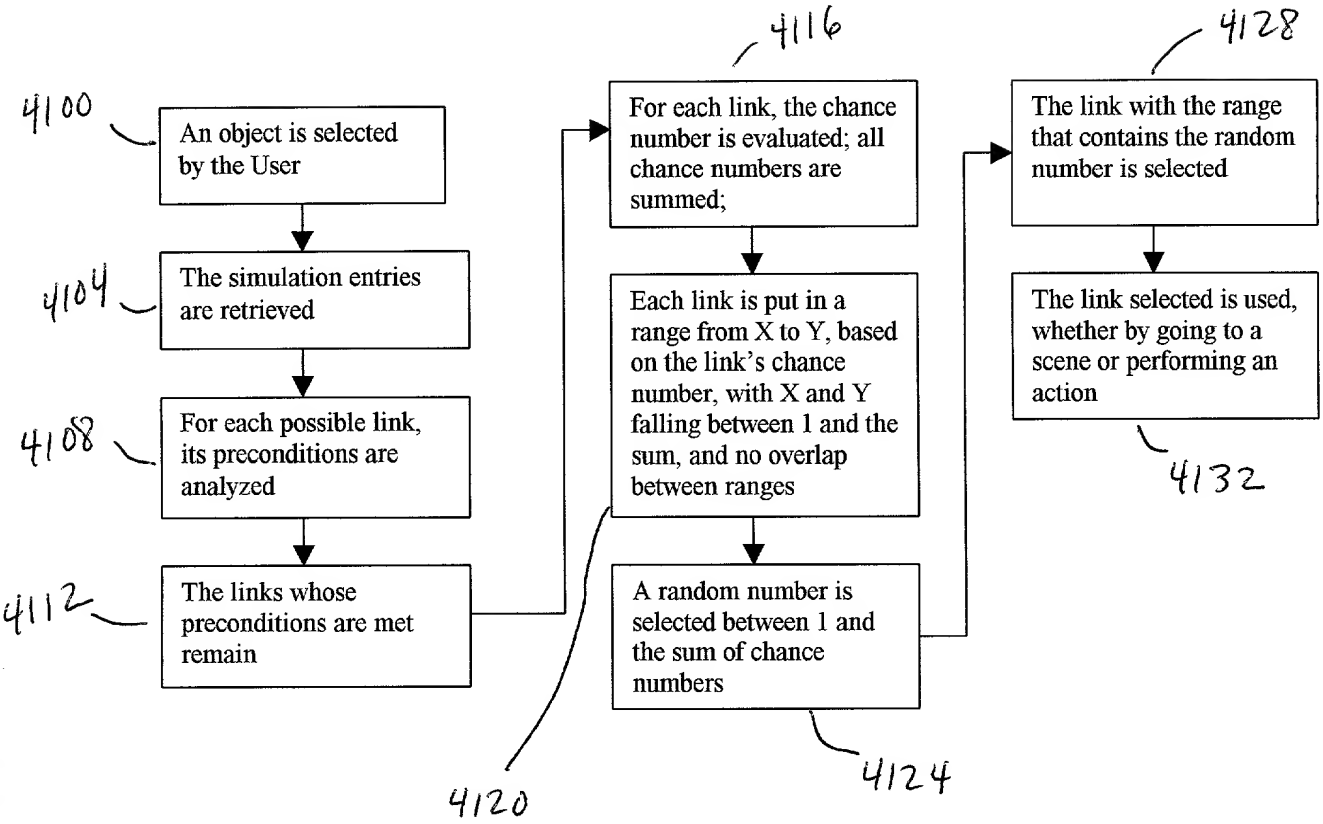



Figure 41: Chance Number Application